



Exclusive! The #1 Space Sim Returns!

Role-Playing Blowout!

12+ Games Including Final Fantasy VII, Ultima Online, Might and Magic VI, Return to Krondor, and Quest for Glory V!

Winning Strategies

Kick Butt in MDK, History of the World, and Shadows Over Riva





REAL









See evil in a whole new light.

Gradient lighting means enemies move in and out of the darkness as smoothly and realistically as predators of this or any other world. Bi-linear texturing means they stay sharp, up close and personal. 24-bit color means the red of their blood runs colder. And seamless junctures between network games on a universe of servers means this is immersion you never have to leave.

Unreal. Alter your reality...forever.









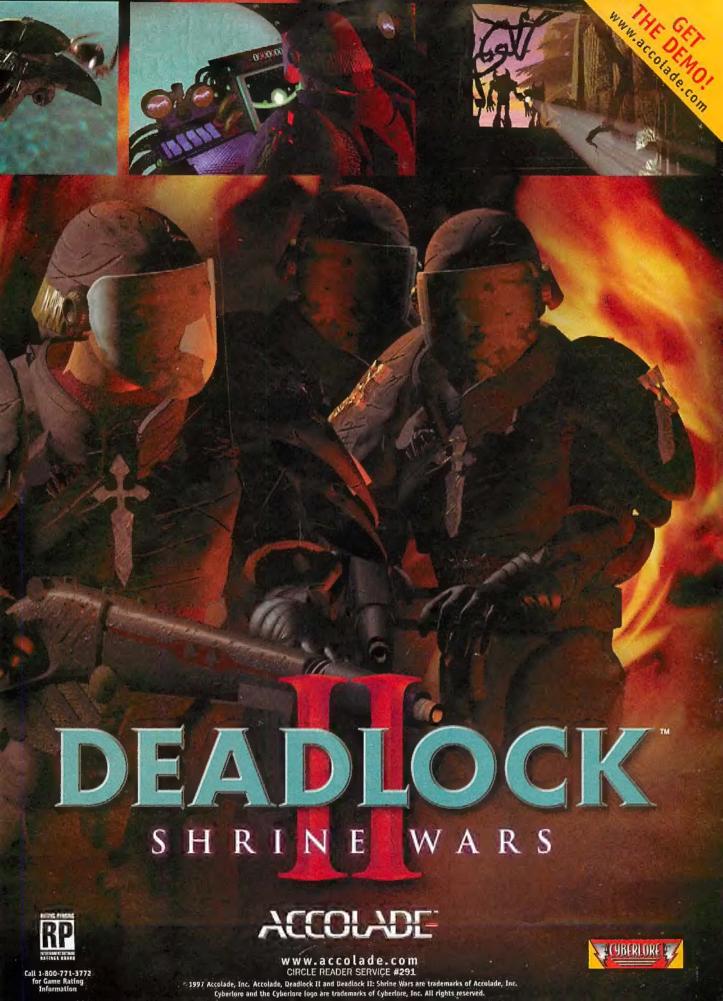
Primed for Pentium Maximized for MMX"Technology





















BUILD YOUR EMPIRE UPON THE BODIES OF OTHERS.



The Tarth will attack you relentlessly.

Raise magnificent cities.

Command mighty sea, air and land forces.

Research devastating new technologies.

Discover mysterious ancient secrets.

Negotiate strategic treaties and alliances.

Wage merciless war on all who would oppose you.

Deadlock II. The last battle for the last planet.



Play 42 scenarios or use the mission editor to create unlimited scenarios and campaigns.



Battle online against real opponents with Accolade's new game matching service.



Command more than 40 units and test new strategies as you seek to dominate your enemies.



The #1 Computer Game Magazine COMPUTE STATE OF THE STATE

COVER STORY



COMMANDER PROPHECY

All new, from the landing pad up, the fifth game in Origin's popular space fighter series is a visual knock-out. With a powerful new 3D engine and a renewed

emphasis on gameplay, Prophecy looks to eclipse all previous Wing Commanders and both Privateers. So climb into the cockpit for your exclu-



sive first look at the future of space combat.

FEATURES

Role-Playing Roundup!

After a long dry season in quality RPGs, role-playing is poised on a bona fide revival. We're staring down the dungeons of more

than a dozen titles, with enough hackn'-slash to keep your fires lit 'til spring. Also, see our



picks for the best RPGs of all time!

3D Graphics Overview

162 You've seen the hype, now get the facts. Our own Mr. Wizard, Loyd Case, helps

explain the issues surround-ing 3D cards, their features, and their



failings. Find out what you need to know about the most important new technology in gaming.

SNEAK PREVIEWS

- Age of Empires
- 78 Defiance
- 82 NetStorm
- Broken Sword: The Smoking Mirror
- NFL Legends '98



HARDWARE

- Intergraph TD-25 System
- 182 Princeton Graphics AR 27 Monitor
- 182 Yamaha System 25 Speakers
- 188 Terratec Base 1 Sound Card
- 18F Logitech CyberMan 2
- VideoLogic Apocalypse 3Dx
- Saitek X36 Joystick/Throttle
- 194 Cambridge Soundworks' PC Works Speakers
- 194 Panasonic 24X Atapi CD-ROM



GAMER'S EDGE

- 314 MDK
- 320 History of the World
- 328 Scorpia's Tale: Shadows Over Riva
- CG Tips!



COLUMNS

- 175 Lloyd Case
- 280 Elliott Chin
- 258 Dennis McCauley
- Zee Denny Atkin
- 304 Charles Ardai
- Terry Coleman
- Martin Cirulis
- Building the PC for the Millennulm Tribute To a Great Came Designer A Scoris Fan's View of E3
- Sky Warriors With Guest Columnist Robin G. Kim
 - Why Games Should Not Try To Be Movies
 - Hot Strategy Cames—from Microsoft?
 - What's the Deal With...Ethics?

DEPARTMENTS

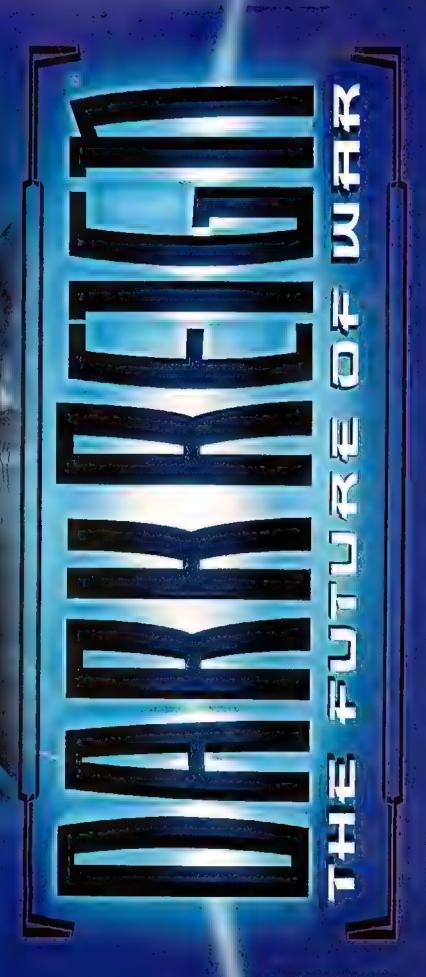
- 14 On the CG-ROM What's on the CD and How to Use It
- Carring Goodness on the Web 18 CG-Online
- Fair Game for Game Critics 25 Johnny Wilson
- 22 Letters Our Readers Speak Out
- 42 READ.ME News, Views, and the Latest Releases
- 350 Hall of Fame Greatest Games of All Time
- 351 Patches Game Files to Kill Bugs Dead
- 352 Top 100 Readers Rate the top Games

MOST INFLUENTIAL PEOPLE IN GAMING

PG. 56



Hollywood Maguil



NEW REIGN OF FOWER THIS

AURAL



PROPERTY OF STREET, CASE

MULTIPLAYER BUPREMACY



UMSURPMSSED FRIFICIAL INTELLIGENCE



Confront responsive AI which defects and adjusts intelligently to your faction

Wage unrelenting internet battles over Activision's free gaming service

REVOLUTIONHRY SNCE CONSTRUCTION HIT



Create unique maps and missions with the east-to-use Construction Kir



has ever unveiled



MUSEUM EVER SHOULD.





Want it. BA Get it. FREE Live it.





166 MHz TD-25

- Intel 146MHz Pentium® Processor with AMX
- 32MB (1-32MB) DIMAM
- 512K Pipelined Burst Cache
- Intense 3D 100 w/4MB EDO RAM
- → 17".27dp, 1280x1024 Monttor (14.0"viewahie)
- 1.76B 10ms EIDE Hard Disk
- Floppy 3.5", 1.44MB
- 7 slots (3 PCI, 3 ISA, 1 Shured), & Drive Beys;
- * 2 USB Ports, 1 Porellel Fort, 2 Serial Ports
- Duel EIDE channel/Ultra BMA 33/4 devices

233 MHz TD-25

- Intel 233MHz Pentiura* Processor with MMDS
- 32MB (1-32MB) DIAM
- 512K Pipelined Burst Cocke
- Intense 3D 100 w/4MB EDO RAM
- 17".27dp, 1280x1024 Mentior (14,0"vinnebis)
- . 3.5GB 10ms EIDE Hard Bisk
- Floppy 3.5", 1.44MB.
 7 slots (3 PCI, 3 ISA, 1 Shared), 6 Drive Bays
 2 USB Ports, 1 Parallal Part, 2 Serial Ports
- Doul EIDE channel/Ulter DMA 33/4 desicus.

233 MHz TD-225

- Intel 233AMz Pentium® II Processor,
- 44MG (2-32MB) EDD SIMMG
- 512K Pipelined Burst Cucke
- Intense 3D 100 w/4MB EDO RAM
- 17".27dp, 1280x1024 Moniter (16.0"vioueble)
- 1.768 10ms EIDE Hand Disk
- Floppy 3.5", 1.44MB
 7 slots (4 PCI, 2 ISA, 1 Shand), 6 Dave Bays:
- 2 USB Parts, 1 Parallel Part, 2 Sected Parts.
- * Dual EIDE channel/4 devices

Systems include: 30-day money-back guarantee, 3 year limited warranty, one year on site, Windows 95°w/30 Days Free Phone Support, Microsoft IntelliMouse", Windows" 95 ready 104-key keyboard, WUS Robotics 33.6 KBPS Fax/Data modern, tool-free mini tower case, and Ensonia Wavetable Card, Speakers & Mic, #24X Variable CD-ROM



Live the 3D experience. This is no game. Our PCs are serious 3D graphics machines. The kind that make your eyeballs jitter with ecstasy.

And our direct prices are *really* low. But the best part — these systems have the Intergraph name on them. A name that means graphics.

Go ahead, compare our 3D PC prices with other manufacturers' PCs without 3D. You'll see. Buying Intergraph is like getting 3D for FREE. No Lie!

So, live the 3D experience. Immerse yourself in the new and vivid universe of 3D. Let it caress your imagination and excite your soul.

• 3D Graphics. Unbelievable at these prices! You get real 3D acceleration for Direct3D" apps, mind-blowing 3D games and multimedia. It's a world of 3D realism with correct textures, Gouraud shading,

correct textures, Gouraud shading environment mapping serious stuff.

3D Sound. Totally 3D.
 Our Ensoniq[™] 3D sound card,
 mic and speakers deliver stereo



surround, wrap-around effects and wavetable synthesis, plunging you into a realm of 3D sight *and* sound.

• **Spectacular Video.** Of course! Intergraph PCs give you MPEG and AVI compatibility, full-screen, smooth-motion video at 30 frames per second at resolutions up to 800 x 600. And you can scale, zoom and stretch in real time.



This is it! The 3D PC you want. Got to have.

And the 3D is FREE! Don't wait. Get it NOW.

Get Intergraph.



66 MHz TD-225

Intel 266MHz Pantium*II Processor:
64MB (2-32MB) EDO SIMMS.
512K Pipelined Burst Cuche
Intense 3D Pro 1000 w/16MB RAM.
21** .25 dp, 1600x1200 Meniter (20.8** viuwelde).
3.501 10m EIOU Hard Ord.
Flappy 3.5**, 1.44MB
7 slots (4 PCI, 2 ISA, 1 Skared), 6 Drive Buys.
2 USB Ports, 1 Parallel Port, 2 Serial Paris.
Dual EIDE channel/4 devices.

5,279 milli PGLHOO

Order Direct Now! 1-800-692-8069

or order on-line www.intergraph.com/express Next-day shipment available.

Senior profiled by Intercepting Congression to the section for every the contribution to control contr

Get Medieval on Your PC!

CGW Squires have fetched many a demo for thee...

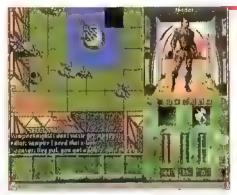
mixed bounty awaits thee at thy table tonight. Feast your eyes upon eight AVIs that preview many of the role-playing games featured in this very issue. Those who desire more than an eyeful can play the 11 playable demos, in addition to five of the greatest RPGs ever made for the PC. 'Tis a good time to be an RPG fan, yea verily.

How to Use the Disc

The CD is Autoplay enabled and should begin when you load it into the CD-ROM drive. Otherwise, select Run from the Program Manager in Windows 3.x, or Start Menu in Windows 95, and type D*RUN-ME (where D is the letter of your CD-ROM drive) to run it straight from the CD. You may type D*INSTALL to create a CGW program group on your Windows desktop for future fun. Many demos require the disc to be in the CD ROM drive in order to run; therefore, we recommend installing the demos from our disc.



CURSE OF MONKEY ISLAND The much-anticipated third chapter to LucasArts' popular adventure game.



LEGENDS OF KESMAI

How to Access Patch Files

Click on Patches under the CGW Features, and then read the lext window that has instructions on copying the files to your hard drive. You can also access the patches from a DOS prompt by typing D:PATCHES (where D: is the letter of your CD-ROM drive) and copying them directly to your hard drive. We strongly recommend that you back up any previously saved games before installing a patch, as this may overwrite your existing program.



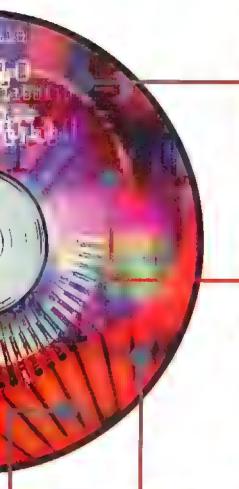
BETRAYAL AT KRONDOR



WIZARDRY VI: BANE OF THE COSMIC FORGE



ON THE CG-ROM





WIPEOUT XL Psygnosis brings the popular PlayStation arcade-racer to the PC.



WING COMMANDER: PROPHECY Sit down, grab your popcom, and enjoy the trailer for Origin's next space epic.

Didn't Get the CD-ROM?

Laok for our CD-ROM version wherever you buy Computer Gaming World.

To subscribe to the CD-ROM version of the magazine, call (303) 665-8930, and specify that you want the CD-ROM version. Please note that if you already receive the magazine without the CD, you must wait until your current subscription expires before receiving the CD version

If you have a problem receiving the CD ver sion, send an email with your name, address, phone number, and subscriber number to cgw@neodala.com. Neodala is a magazine fullillment house which is not owned or operated by Ziff-Davis.

NASCAR RACING 2 Two new tracks for the best racing-sim of '96 from Sterra On-Line.



CONSTRUCTOR SimCity with attitude from Acclaim

OCTOBER GG-ROMITITLES

TITLE
BattleSpire
Betrayal at Krondor
Constructor
Curse of Monkey Island
Dynamic Gin
Exile III
Fallen Heroes
Heavy Gear
Lands of Lore: Guardians
Legends of Kesmai
Magix Music Maker
Meridian 59
Might & Magle I
Might & Magic Vi
NASCAR Pak
Pro Backganunon
Quake
Quest for Blory V
Temujin
Ultima IV: Quest
Uprising
Wasteland
Wing Commander 5
Wipeout Xi.
Wizardry VI: Bane X Fire
Y LIIA

PLATFORM	DIRECTORY
Win	BATTLESP
Win/DOS	KRONDOR
Win/DOS	CONSTRUC
95	COMI
95	SIC\B32GIN
Win/95	EXIL3INS
DOS only	SIC\FALLEN
95	HEAVYGEAR
95	LANDSOF
Win/95	LEGEND
Win/95	MUMASO
95	M59
Win/Dos	MM1\GAME
Win/95	MM6
Win/DOS	root:N2FANTA
95	SICIPROBACK
N/A	N/A
Win/85	OUEST
Win/95	TEMUJIN
Win/DOS	ULTIMA4
95	UPRISING
Win/DOS	WL
95	WC
95	WIPEOUT
DOS only	WIZVI
95	XFIRE

EXECUTABLE battle3.avi setup.exe install.exe Curse.exe dgsetup.exe install.exe install.exe gearCD.avi iol bres.avi iku068.exe instail.exe setua.exe install.bat mm8demq.avi Install.exe proback.exe N/A splash.htm temulin.avi Install.bat uprising.avi wi.exe prophecy.avi launcher.exe install.bat xfire.avi

DEATH IS NOTHING

Play as one of 4 death-dealing Mageslayers across dozens of hellish levels

Death would be too easy.

Too little to repay a thousand year old debi

Too quick to salish the hunser of one you believed and left to the ravages of the Mages

Betore LORE THANE extracts

his terrible price on your body and SOHI, you are bound to wander through live worlds of atrocity

Stoking your powers, Solving internal mysteries cathering Magic and arcane knowledge.

Fighting your way through FEAR into MADNESS for one last desperate struggle against Evil himself

Only then will be an oint. YOU with the last

No. Death would be 100 easy,

environments heaving with diabolical traps and mysteries

An all powerful war chest of magical attacks like Chain Lightning and the Firewhip.

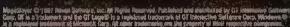
A malevolent
The fantas quest
From the creators of
HEXEN and HEXEN II

Windows 95

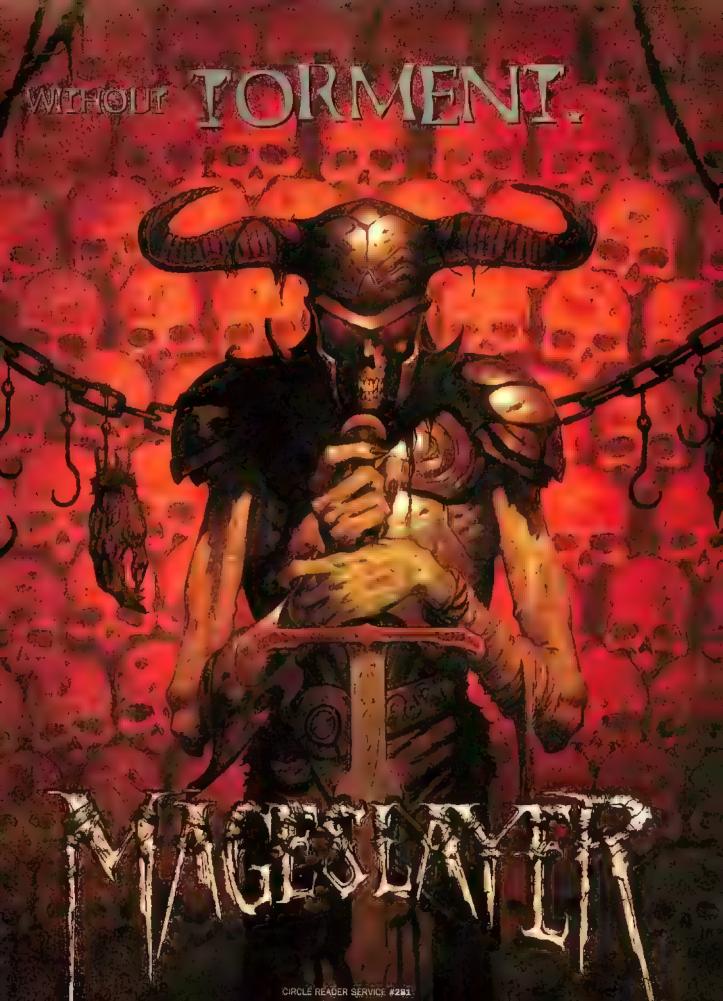
Spread the Evil with several modes of MurtiSlayer action for up to 16 players.













GameSpot

CGW's Home on the Web

iff-Davis has combined the expertise of CGW and GameSpot to bring you the best gaming resources on the Web. Whether it's the latest game demos, breaking reviews, hot scoops, or detailed strategies, you'll find everything you need to stay on the cutting edge. In addition, watch for our groundbreaking new hardware site, Upgrade!, with Loyd Case's top picks for peak performance.

http://cgw.gamespot.com/october

As you read through your issue of CGW each month, watch for the CG Online bug, which points to a related online article at www.computergaming.com, If you're interested in taking part in our discussions about gaming, check out the CGW Forums on



ZDNet at www.zdnet.com, CGW reviewer and column st Dennis McCavley and CGW Sysop Arian Levitan host ongoing discussions on ZDNet's Community Center.

If you're looking for the earliest news and reviews in garning, turn to the experts at GameSpot. Here's a brief overview of what you can expect on GameSpot over the next few weeks. To see these articles and others, point your browser to the ultimate gam ing page at http://cgw.gamespot.com/october.

Computer Gaming World

rurn to CGW Online for news, reviews, strategy articles, and behind-the scenes features on hundreds of top computer games. Because of our joint venture with GameSpot, you'll also see some articles posted online before they're in print!

Highlights this month include an exclusive behind the scenes look at Westwood Studios! You'll see the latest on Westwood's incredible new lineup, including Blade Runner, Command & CONQUER: SOLE SURVIVOR, LANDS OF LORE III, COMMAND & CONQUER 2 and more. You'll also want to see Sir-Tech's upcoming X-Fire, one of the hottest titles on display at E3. If you like your combal fast and furious, this third-person action game will light your fire. Point your browser to www.computergaming.com



What's On GameSpot?

STRATEGY GUIDES

here's the best place on the Web to find strategy guides for all the games you're playing? GameSpot, of course. If you're looking for help with X-Wing vs. TIE Fighter, look no further. You'll find everything you need to become the ace pilot of your dreams.

For those who prefer to hide out below ground, GameSpot's guide to Dungson Keepen will help you maximize your potential. With our help, neither pesky heroes nor



DEFLANCE

"Like Rebel Assault" with real gameplays sharp 3D engine that looks like it could transfor toe to toe with Quaker PC Gamer



SUDDENLY. THE WALLS CAME.
CRASHING DOWN AND
ALL HELL BROKE LOOSE



LASERLOK TARGETING SYSTEM
CAPTURES THE TARGET THEN THE
LONG ARM OF YOUR SPREADGUN
REACHES OUT FOR THE KILL

GET IT THIS FALL

- 5D acceleration for 3Dfx, Rendition and others plus Brilliant 640 x 480 Super VGA resolution.
- Compelling story. Solve baffling puzzles to advance between levels.
 Smooth 3D combat with TruFlow" technology.

19 different horrific proatures attack you again and again from above, alow and in your face!

navigate 13 levels of Intense action.

- Death Match battle for up to 8 players over network or modem.
- Immersive 30 cinematics between 43 intense levels and, if you ever get there, an epic movie at the shocking conclusion.



IF IT'S BATTLE YOU WANT. IT'S BATTLE YOU'LL GET!

CIRCLE READER SERVICE #167

Visitiou web site: www.avaloniill.com

1997 Visceral Productions, Baltimore, MD DIVISION OF AVALON HILL GAME COMPANY 117 Harford Road, Baltimore, MD 21214-3192

Rebel Asseutt, Geate, 20tr, and Rendtion are bedoments of their stapective owners. All right reservant. Deflance, Viscoret, TruFlow and LeserLo are trademarks of Viscoral Productions.





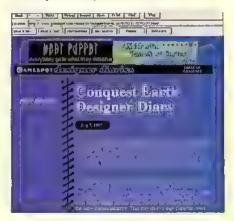
other dungeon keepers will be any match for you. And it doesn't stop there. Check out our strategy guides for Interstate '76, MDK, Magic: THE GATHERING, DIABLO, and many more of the hottest games.

GAMESPOT NEWS

If you've been watching GameSpot News over the last few months, you'll know that we were the first to bring you live coverage from the show floor of the Electronic Entertainment Expo (E3) each day. You'll also remember that we had exclusive screenshots of GT Interactive's new action-RPG Youngaloop, and that Dave Perry talked to us first about Messiah, his new game for Shiny Entertainment. The proof is in the pages. For the very latest in computer and video gamerelated news, GameSpot News is the place to be.

DESIGNER DIARIES

ameSpot's Designer Diaries provide ongoing coverage of games in development, as told by the developers themselves. Tom Hall of



ION Storm, who reports weekly on the progress of his new game Anachronox, recently discussed the process of making design decisions for the perspeclive and control system in the game, "We're choosing a new way of doing things, and I think it is the best way...there aren't any clear cut choices nor any true examples of what I want to do, so I have to trust my instincts. And my instincts tell me this is going to rock!"

Look out, loo, for Designer Dianes from Activision, for both DARK REIGN and ZORK GRAND INDUSTOR, and from Sterra Online for QUEST FOR GLORY, DRAGON FIRE.

FEATURES

 he GameSpot Features Department covers a wide variety of stories that will appeal to both hard-core and casual gamers alike. Examine the History of the 3D Shooter, as our feature follows the development of one of the most popular genres in computer gaming. From Wolfenstein 3D to Quake...and beyond. It's all there.

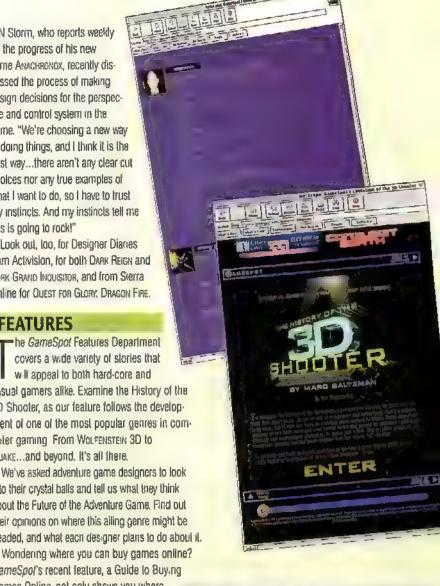
We've asked adventure game designers to look into their crystal balls and tell us what they think about the Future of the Adventure Game. Find out their opinions on where this ailing genre might be headed, and what each designer plans to do about it.

GameSpot's recent feature, a Guide to Buying Games Online, not only shows you where you can ourchase your favorite games, but also compares prices and availability, to ensure you get the best possible deal, every time you shop.

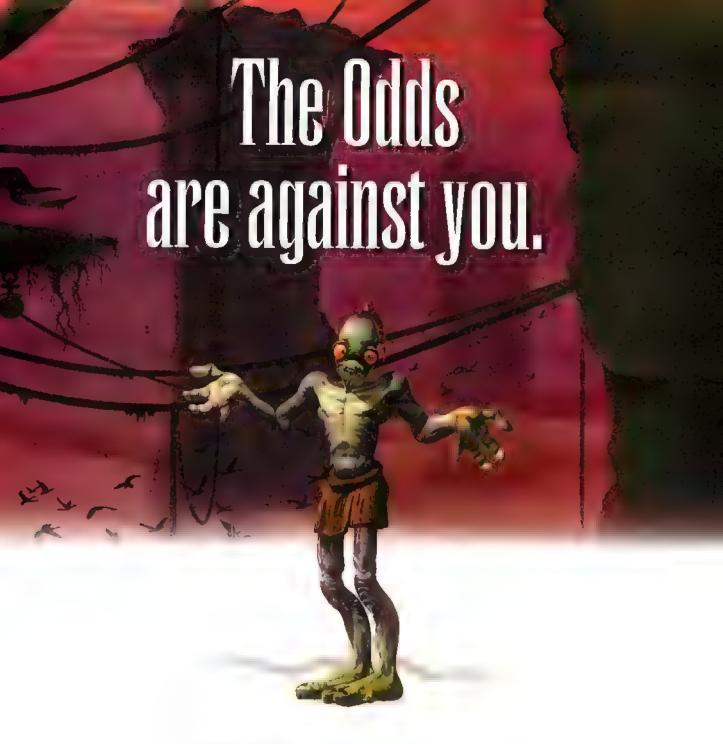
For all this and more, head over to GameSpot's Special Features section.

DEMOS

ameSpot has one of the most extensive libraries of game demos, patches, and utilities online. In fact, you can try many of the games reviewed in this month's issue of CGW by downloading the demos from GameSpot's site. LOOK OUT FOR MEAT PUPPET, WIPEOUT XL. CARMAGEDDON, FRONT PAGE SPORTS: BASEBALL PRO '98, WARLORDS Ht, and X-COM: Apocalypse. We upload new demos daily, so be sure to come back for more.







He's skinny. He wears a loincloth. He has no weapons. (He's the guy that you play.)



Walk, Talk, Feel, Hide, Think, And take on the ugliest bunch of carnivorous crustaceans this side of a baboon's butt in a new kind of game and a brave new world of interaction.

From slave-laborer at Rupture Farms to Liberator of

the Mudokon, it can all be yours. That is, if you can make it through the most inexplicably challenging gamepiay in the known universe

Communicate with real characters. But, not in some cardboard RPG, Blow away your enemies. But, not in some



don't get mad: get elum



between a paramite and a hard place



possession is 9/10ths of the law



one-dimensional shooter. Solve wicked situations and wicked enemies. But, not in some wallpaper puzzle game.

ODDWORLD: ABE'S ODDYSEE takes every game genre.

you've ever seen and blends them into one seamless, surreal, sensory overload of pure gaming. So take your loincrothed butt and claim your destiny. Savior, Or salami,

ODDWORLD: ABE'S ODDYSEE

CAMING GETS ODD THIS OCTOBER

















Death by fire.



RP

The wirards behind Lords of the Realm II have divined a totally new game of magic, swords and sorcery and an arsenal of spells including Blades of Fury, lightning, we darts, and deadly fire.

So conjure up the free demo at www.sierra.com and prepare to torch thy neighbor.

2792 Surastudan, by anothe Volugose indomekalar hamodra Suradin two Inc. 1886 see Wit 1908. M alpay increase.

CIRCLE READER SERVICE #364

The Critic As Busybody

Does Anyone Really Care About Subject Matter?

ome people don't think that editors and game reviewers should ever write about anything except the computer games themselves. Others think

that we should merely talk about the way the game plays and never comment on particular artistic techniques, design decisions, or technological innovations, Such people either have tunnel vision or live in a world of denial, insisting that neither art, fiction, movies, nor games affect the way we view ourselves and view life

Yet, art forms do affect the way we view life. Just as Impressionists rejected "realistic" painting and tried to show something new about light and color, so can games force us to see life in a new Ight. They can be a catharsis, as we reject what we don't like about life and exult in a Dionysian feast of near-unlimited power and resources; a cultural corrective, as we view fictional actions from another perspective and decide to reject the bogus perspective; or they can be inspiring, as they raise our consciousness about something that we have overlooked They may even cause us to do further research. But, of course, they can also be irrelevant

As I write this editorial, Effott Chin has received virtual tons of flaming emails because of his stand on the racial slurs and sloo-

by research contained in Shapow Wars on and how those elements impoverished the game experience. Most of his critics hit upon his racial heritage as a cause of bias, thereby proving his point. Others claimed he had no sense of humor. Yet, what they didn't hear was his point that the game would have been better without the cultural denigration.

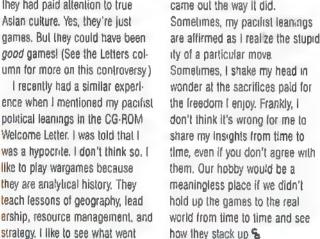
LL SHADOW Warring and **DEATHLORDS** are just games. But they could have been qood games! ??

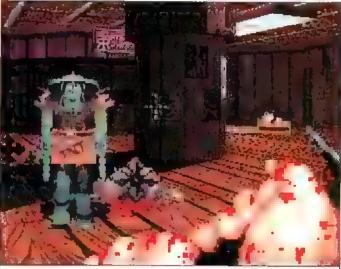
This isn't the first time CGW has castigated a game publisher for tapping Oriental source materaal to develop a cheap knock-off of a successful game system. Scorpla, who is not of Asian heritage, insisted that Electronic Arts' DEATHLORDS was a cheap rip off of ULTIMA, with only a thin veneer of Orientalia to cover its tracks. She insisted that the Eastern cultures would have provided a richer gam-

ing experience if the designers had bothered to get it right. Racial slurs aside, both Shabow WARRIOR and DEATHLORDS could have educated, stimulated, and entertained more effectively if they had paid attention to true Asian culture. Yes, they're just games. But they could have been good games! (See the Letters col-

I recently had a similar experience when I mentioned my pacifist political leanings in the CG-ROM Welcome Letter. I was told that I was a hypocrite. I don't think so, f like to play wargames because they are analytical history. They teach lessons of geography, lead ership, resource management, and strategy, I like to see what went

wrong or right and try to figure out experientially why a given battle came out the way it did. Sometimes, my pacifist leanings are affirmed as I realize the stupid ity of a particular move. Sometimes, I shake my head in wonder at the sacrifices paid for the freedom I enjoy. Frankly, I don't think it's wrong for me to share my insights from time to time, even if you don't agree with them. Our hobby would be a meaningless place if we didn't hold up the games to the real world from time to time and see how they stack up %





TOTALLY UNCOOL Elliott Chin's editorial about racism in 3D Realms' Shapow Warrior (this coolie hat-wearing zomble is a good example) ruffled some feathers. But just Imagine if this zombie were an African-American with an Aunt Jernima bandana.

It not only sets a new standard in flight simulation, but goes well beyond anything out there. Introducing Sierra



Pro Pilot Never before has a single flight simulator captured



this experience so completely Here, you'll find the broad strokes and the fine touches. You'll choose from

JUST A SMALL PART OF

a hangar of five civilian aircraft, ranging from the introductory Cessna 172 Skyhawk to the dual-throttled thrill of a Citation





Jet. At the other end of the runway are 29 cities and over 3,000 airports, each rendered in exacting detail. All major

rivers, forests and canyons are afforded such faithful geographic representation they could double



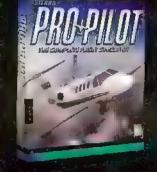
as a map. Within 25 nautical miles of any city, the flying world is



rendered with lifelike realism. You'll hear from Air Traffic Control and other pilots, and learn to

CHARLE THE SKY

navigate the sky with the close company of other planes. Then, upon touchdown, debrief and compare your performance to over 30, full-motion preparation videos. This is Pro Pilot: The Complete Flight Simulator Both a statement of what a flight sim should be



today, and the promise of what one can be tomorrow.



DEEP THOUGHTS

I've been one of those typical types who has been reading your magazine since the mid-'80s. Many games and systems have come and gone from my desk ever since, but I guess it's just now that I've got some "Food for thought" questions that have been bugging me....

- I. Do you notice how the majority of five-star rated games in your magazine are either wargaines or sims? I don't think even those gems in the sand like DIABLO and RED ALERT rated five stars. Sure this is a generalization but ...
- 2. Do you notice how you can tell a highly anticipated game has missed its mark by the distinct silence by the masses (PRIVATEER 2 and quite possibly, X-WING VS. TIE FIGHTER) in contrast to the shield banging that preceded its release?
- 3. I'm sure some will start hammening Elitott Chin's article on Shadow Warrior, but the man does have a point. One of your competitors, in response to a "Why are there no African-American heros in PC games" pointed (quite seriously) to the character of "Superfly Johnson" in ION Storm's upcoming game Daikkiana as some kind of consolation. Superfly Johnson? I had to shake my head at that one...and yep, you guessed it, I'm an African American (and a computer security specialist who's never been called "Superfly," or "Shaft" for that matter... Although I hear that Shaft is a bad mutha.)

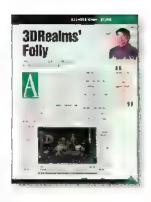
These aren't necessarily critiques of your magazine, mind you, Just some pseudointellectual musings from a dedicated reader.

> Chris Marin via the Internet

- I. We rate only between 15–20 games with five-star ratings each year. Sometimes, sims and wargames get the edge because there are real-world measurements by which to judge them. Also, we factor difficulty levels into the ratings and may be more lenient on the graphics or interface of a more difficult game that we know will appeal to the hard-core, even if it might not appeal to the masses. For the record, DIABLO was given a 45-star rating, even though we eventually picked it as Game of the Year, because it was too short and the role-playing elements weren't that deep. Since It was positioned as an RPG by its advertising, we had to be tougher than we normally would Also, we had to compare RED ALERT with its award-winning predecessor. Did it advance the state of the art? Some of the staff said "yest" while others said "no!" We settled for 4.5 stars.
- 2. That silence explains why it's our policy to wait to review a game until we have a final copy. You can't know until you play the code as it is tested and play-balanced. Anything else is merely an educated guess—a guess that can be wrong.
- With regard to Shaft, "Shut yo' mouth." Well, you are talking about Shaft. You're right. See the letters under "Shadow Florror" in Johnny Wilson's editorial this month.

SHADOW HORROR

When I read Elliott Chin's article [August] on my favorite game, SHADOW WARRIOR, I was outraged and in disbelief; the first thing that came to mind was hypocrisy! Hove this game. It is the hear to DUKE3D and Hook at it as a game that has a cool sense of humor like DUKE did. My friends and Haughed hysterically at how it was racist. No, It lifett, you missed the point; it is in a Jackie



Chan type of chop-socky humor. If this is racist, so is DUKF because be is a womanizer But that is okay because he is white

How come you don't complain about Lara Croft in TOMB RADER being stereotyped, or REDNECK RAMINGE. No, that isn't ricest. I think Lo Wang is a great character and I would love to be him. I think that 3D Realms is doing their job because they thinve on controversy. You started to even knock PREY for having a Native American hero. I think it is great that 3D Realms is even having a hero from this great culture! And I bet you didn't see the screenshots or the story and how it is the most advanced game ever Well, Elliott, better bite your tongue because the full SHADOW WARROR will have more fun and controversy.

James R. Horning via the Internet

Elhott Chin's article blasted SHADOW WARRIOR for what he felt was an inaccurate portrayal of Aslan culture, and for falling to adhere strictly to the historical fact of the minja of Ancient Japan. Beyond that, the column positively damined 3D Realms for blatant insensitivity to the damaging effects the racial stereotypes in the game might have upon its audience. Mr. Chin expressed repeatedly the offense he took at 3D Realms "ignorance and disregard for real Asian culture." Mr. Chin requests that SIMDOW WARRIOR be the last 3D Realms game to obtain

its "cheap laughs" at the expense of a minority.

I, on the other hand, would prefer that Mr. Chin's article be the last in CGW to assume that its readers look to 3D action shooters as a primary source of cultural education. How can be expect anyone with the Intelligence to install a recent computer game to sit down to a session of SHADOW WARRIOR with the same degree of intellectual involvement as one might devote to, say, RAMA? Mr. Chin's comments fail to persuade on two separate counts. Firstly, his "ignorance and disregard" for my own capacity for critical thought. Secondly, because he has fallen

friends and
I laughed
hysterically
at how
[Shadow
Warrior]
was
racist. ??

AMERICA ONLINE: \$1.99 PER BOUR THE ARENA: \$1.75 PERHOUR YOUDDO THEMATH

It's Not Whether You Win Or Lose. IL'S HOW MUCH YOU Baid TO Kick Ass!





WorldPlay



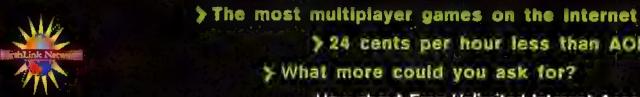
www.thearena.com











> 24 cents per hour less than AOL > What more could you ask for?

How about Free Unlimited Internet Access'

The Arena is brought to you by EarthLink Network, Inc. Need Internet access? Call us today and become

an EarthLink Network member at 1-800-94-EARTH. Offer good to EarthLink members only. Check website for details.

CIRCLE READER SERVICE #191

face first into the saddest trap of political correctness—a complete lack of humor

The major criticism made against SHADOW WARRIOR is that, when attempting to create an authentic ninja adventure, 3D Realms merely caricaturized the subject matter. It is a caricature, as much as DUKE NUKEM 3D was a caricature of action films.

Unfortunately, I cannot look upon Mr.
Chin's comments as any sort of objective review because, I'm sorry, he's Asian.
Perhaps I would have respected the article more if he had come to the rescue of our downtrodden Midwestern brothers so rudely affronted in REDNECK

RAMPACIE. What was it Voltaire said?"I may not agree with what you say, but I will defend to the death your right to say it." Just don't say it about me, eh Mr. Chin?

If I seek cultural education, I'll see Farewell My

Concubine again. If I want to play an ultraviolent computer game, I will do so without regard for any bruised egos on the part of those who might associate themselves with the game's subject matter. Such an association is purely their own invention. If Mr. Chin wishes, he always has the right to avoid ever playing that game or any game ever again. (If he ever does exercise that right, I'd like his job.)

The last thing I would expect from 3D Realms is edutainment. The last thing I would expect from a magazine that has always championed complete freedom in game design -- a magazine that adopted a cavalier attitude toward the depiction of women in DUKE 3D — is a diatribe on the industry's confusion about the differences between China and Japan. Perhaps DUKE 3D was even more offensive, but the newness and innovation of the Build engine made it all forgivable. Now that the engine is showing some age, the tolerance for questionable subject matter choices has fallen. But such behavior is hypochsy, and if you as the media and we as the audience begin to permit such behavior, we must realize that it weakens our resistance to the likes of Senator Lieberman, If we insist

that anything and everything is fair game, there is little such men can do to regulate us. Once we start qualifying our own freedom, we are in trouble.

> Fred Snyder via the Internet

I was about to write a letter to CCW when the August assue arrived in my mailbox and I saw that Elliott Chin had already spoken up for me. The first time I saw the SHADOW WARROR ad, I was extremely disgusted. Not just by the violence, but by the making fun of Asian culture. Worse of all

the yin-yang symbol has been defaced with blood splat-

tering out of one
"hole." And nothing
spoiled my day
even more than
seeing it on the
front page of my
favorite magazine. I
know that CGW in

the past has had certain

criteria for ads appearing in its magazine (first the X-mted, then the violent kind of ads). Maybe this should be extended to mest ads as well?

All in all, SHADOW WARRIOR will not be getting my (and this half of the world's) support. 3D Realms' reputation has also fallen in my regard as a sadistic company that abuses others for laughs. And, yes, fortune cookies do not exist here; they were probably created by Ameneans.

Rick Ong Singapore

After reading Elhott Chur's editorial on the offensiveness of SHADOW WARRIOR, I was curious to hear what people are saying on the Apogee forum on AOL. Being Asian, I too was offended by the portrayals in SHADOW WARRIOR. I thought Mr. Chin's comments were right on the mark. Anyway, I found a few comments on the Apogee forum that pertained to the CGW editorial. Most are just sinde remarks about Mr. Chin and blew off his comments. However, I found a response by Mr. George Broussard of Apogee on the editorial dated July 2, 1997. He wrote:



POSCIERER Date Strang

EDITORIAL

Johnny Wilson

Ken Brown

Editor-In-Chief Executive Editor Features Editor Reviews Editor

Technical Editor
Associate Editors

Web Czarina News Editor Assistant Editor Copy Editor Editorial Assistant Editorial Intern Contributing Editors Terry Coleman (Wargames, Classics/Puzzle Games) Dave Salvator (Hardware) Jeff Green (Adventure, Sports) Eillolt Chin (Action, Strategy) Katz Hedsprom

Denny Alkin (Simulations)

Charlotte Paniher
Allen Grøenberg
Joe Vallina
Matthew Schaefer
Thierry "Scooter" Nguyen
Scorpia (Adventure Games)
Charles Ardal (Interactive Fiction)
Loyd Case (Hardware)
Martin Cirulis (Science Fiction)
Russell Stee

Founder

DESIGN

Art Director Dan Filzpalnck
Associate Art Director Steven Wanczyk
Web Commander Jack Rodingues

PRODUCTION

Production Director
Assistant Production Mgr. Mart,n Wallhar
Electronic Prepress
Hickney Kellogg
Tamara Gargus
Roger Drake

HOW TO CONTACT THE EDITORS

Address questions and feedback to CGW Editorial, 135 Main St., 14th Floor, San Francisco, CA 94t05. Or you may contact us via:

> Phone: (415) 357-4900 Editoral Fax: (415) 357-4977 CompuServa: (76703,622) Internet, 76703.622@compuserve.com Web site: www.computergaming.com

ADVERTISING SALES

Associate Publisher Lee Uniacke (415) 357-4915

East Coast District Sales Manager Laura Salemo (212) 503-4851

East Coast Sales Assistant Krisin Hansen (212) 503-3926

NorthWest Territory Sales Manager Calny Conway (415) 357-4925 SouthWest Territory Sales Manager

Pal Waish (714) 851 2556 Midwest Territory Sales Manager Marci Yamaguchi (415) 357 4944

> Marketing Manager Sal Sharma (415) 357-4935

National Account Representative Joann Casey (415) 357-4920

Advertising Coordinator Linda Philapii (415) 357-4930

Administrative Assistant Linda Fan (415) 357 5425 Sales Assistant

Tallie Conner (415, 357 5398

HOW TO CONTACT ADVERTISING SALES

Address inquiries to CGW Advertising, 135 Main St., 14th Floor, San Francisco, CA 94105, or call (415) 357 5398, fax (415) 357 4999

SUBSCRIPTION INQUIRIES/ADDRESS CHANGES

For subscription service quesifions, address changes or ordering information, call (303) 665-8930 or fax (303) 604-7455 within the 11.5. and Canada. All nitries countries call (303) 604-7445 or fax (303) 604-0540, or write to Computer Gaming, P.O. Box 57167, Boulder, CO 00322-3131. The subscription rate is \$27.94 for one year (12 issues), Additional postage for orders outside the U.S., add US\$15 per year for surface mall. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank, Visa, MasterCard, AMEX accepted

BACK ISSUES

For back issues send \$7 per (sque (\$8 outside the United States) by check or money order to Back Issues Dep*L. Zilf-Davis Publishing Co., PO Box \$3131, Bouldet, CO 80322-3131

FROM THE COMPANY THAT PUSHES YOUR 3D CARD TO THE LIMIT

TERRACIDE

Terracide is the new technological feast from EIDOS Interactive that exploits the latest 3D acceleration technology.

FEATURES INCLUDE:

- Space-based and interior full 30 360: (light and combat
- Card specific effects such as translucency, distance forging, full colored effects sights and colored orbits.
- Sver 28 lethal weapons, from rapid fire photon cannons to gravity boxists
- Metwork play for up to fliplayers with LAN and Internet support
- 20 Levels spread across // ships

If you buy only one game on a 3D card this year it should be Terracide.

Computer Game Developers Contago







Compatible with the following chipsets:













Terracide is a second of SIMIS and EIDOS Interactive 01997

www.eidosinteractive.com

EIDOS

YOU'VE BY BY WATER

"This was not a game review, but just an editorial by Elliott Clim on how offensive he found SW Personally I think he needs to get out more .) All of his points are easily defeated, - Ceorge Broussard, Pres., 3D Realms"

I was rather taken aback by his statement that Mr Chas's comments are "easily defeated." I wanted to know what it is to "defeat" an Asian-American gamer's perception of racism and maceuracies in SHADOW WARRIOR, I then posted a message on the Apogee forum with my comments and invited Mr. Broussard to "defeat" Mr. Chin's points. I hoped for a reply but I was surprised to see my post removed from the board on the following day! Is this the way Apogee and Mr. Broussard respond to criticisms from Asian American gamers?

> Willis Huang via the Internet

This controversy definitely affirms our decision to print the editorial. The hostile reactions suggest that many gamers do not think of the larger consequences and messages of the games they play Elliott Chin responds:

I understand that the point of SIMDOW WARRIOR is to have and make fun with Asian stereotypes, but it's only family for those non-Asians who don't care to put themselves in an Asian American's shoes.

3D Realms says it created all the stereotypes on purpose, choosing to create an outrageous parochy of old "chopsocky" movies. But using coolies and fortune cookies goes too far. Coolies were actually slaves, captured and coerced into servitude; you wouldn't create a game with black slaves, so coolies should likewise be off-limits

Yes, Lara Croft's proportions do simick of sexism, but as for REDNECK RAMPACE, that's a little different. If you are the Asian community and have zero visibility in the media, you can hardly afford to have your only exposure be one of ridicale and stereotypes. Caucasians,

on the other hand, have the most exposure of any group in America. The heroes in nearly all computer games, not to mention movies and TV shows, are white Believe me, if there were more Hiro Miyamotos and Asian heroes in games, I wouldn't complain so voeiferously about STADERY WARRIER, Also, decades of Asian stereotypes and discrimination in the media simply make Stribow Warnion's stereotypes seem gratuitous and insensitive, as opposed to REDNECK's humorous cunculares of whites, who have never suffered any form of discrimination in this country.

Rednecks were never taken from their homes and forced into concentration camps for no reason other than the color of their skin, as Japanese-Americans were. Nor have they ever had their homes and property confiscated. Unlike Chinese-Americans, Rednecks were never pressed into service to build the more treacherous western half of the American transcontinental railroad. Rednecks were never demed education, job opportunities, or homes because of their skin color, as all Asian-Americans were before a few decades ago. And Rednecks were never considered second-class estizens by law, as all Aslan-Americans used to be

I would like to thank everyone who responded, because you showed me that I was correct in writing a column on Stadion Wardor's stereotypes.



ZIFF-DAVIS PUBLISHING COMPANY

CHAIRMAN AND CEG Eric Hippeau

Consumer Media Group

President Lawrence C. Sursi Vice President J. Thomas Collingham Executive Director, Research Randy Goleo-

Business Manager Cynthia Mason Creative Services Manager Francesca Koa

Zill-Davis Publishing

President Ronni Sonnenbero President, U.S. Publications Claude Scheer

President, Interactive Media

and Development Group Jeffrey Ballows Executive Vice President, President of ZDNet Dan Resenancing

President, Yraining/Support Publishing Group William Resembat Vice President, Chief Financial Office Timothy O Brien Vice President, General Counsel, and Secretary J. Maicolni Moras

Vice President, Human Resources Rayna Grown Vice President, Planning Daryl R Offe Vice President, Controller Mark Mayer

Treasurer Thomas L. Wright

U.S. Publications Group

President, U.S. Publications Claude Shear President, Consumer Media Group Lawrence C. Burstein Senior Vice President, Circulation, Bard Davis Executive Vice President, Business Media Group Don Byrnes Executive Vice President, Business Media Group Jack Doice

Assistant to the Chairman Tom McGrade Vice President, Marketing Services Jim Manning Vice President, Control Advertising Sales Hob Ballet Vice President, Product Testing Mark Van Name

Vice President, Circulation Services James F Ramaley Vice President, Production Roger Harrmann Executive Vice President/Group Publisher A. DiGuido

Vice Prosident Chris Doborow Vice President John Dodge Vice President Daniel Cuber Vice President Jim Louderback Vice President Michae, Miller

Vice President Nancy Newman Vice President Paul Somerson Vice President Sain Whilmore

Executive Director, Licensing Gerlind Borchardt Director of ZD Labs Mark Half Director, Benchmark Operation, Rill Catchings Ziff-Davis Magazine Notwork

Vice President/Managing Director Job Gillespie Executive Director Alicia Saribalis

ZD Brand and Market Group

President, 20 Brand and Market Group Total Hobrooks President, Computer Intelligence Hon Hown Vice President, 20 Brand Helb Stein Vice President, 2D Research Eda Vale Director, Corporate Relations Gregory Larbee

Executive Vice President, Corporate Sales Joe Gillespie Executive Director, Sales Marketing Mike Philoposis Ziff-Davis Media Network:

Executive Oirector Jeh Bruce Managing Ofrector Rila Burka

Directors Ken Beach Michael Bird, Dan Daly, Melinda Maginn, Scott Murphy Associate Network Directors Robin Kolsky, Dabbie Moss, Julia fullie

PERMITTED AND REPORT

COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by 2015-

Davis, Copyright @ 1997 Ziff-Davis, All Rights Reserved. Material in this publication may not be repreduced in any form without permission. If you want to quote from an article, write to Chantat Tucker, One Park Avenue, New York, NY 10016-5802, or lax 212-503-5420.

For reprints, please call Ziff-Davis reprints at (800) 825-4237.

Computer Carning World is not attiliated with IOG.



Computer,

Reprints

Audit Burgau of Circulations









Get an Avalanche of Excitement and a chance to win a 1998 Jeep, Wrangler SE when you buy Interplay games. Plus, get up to \$100 cash back on your purchase of Interplay games, a Diamond Multimedia Monster 3D Accelerator Card and/or an ACT LABS EagleMAX joystick!

To win the rockin' 1998 Jeep. Wrangler SE, read about each exciting Interplay title and plow through the puzzles on the following pages. When you reach the Puzzle Summit on the final page, take the circled latters from each individual puzzle and decode the message on the Sweepstekes/rebate Entry Form. Follow the instructions, and meil in for your rebate and a chance to win the 1998 Jeep. Wrangler SE or a library of the 12 exciting Interplay titles featured on the following pages.





VOKECH

1. Unscramble the names of the 3 legendary Star Trek instructors featured in Starfleet Academy.

RIKK

LUUS



POOL

The ultimate pool simulation just got better. Guaranteed.

Over 2 million pool players have taken a break with Virtual Pool the #1 pool game in the world. Now, after 8,000 man hours of

enhancements, new 3D look and 50 new game features like called shots and the ability to jump balls, the ultimate pool simulation is better than ever. And it's still the only pool game guaranteed to improve your real pool playing. Virtual Pool 2 includes 5 new games, 3 modes of play (Amateur, Pro and Championship), all new 3D-rendered graphics and 3 texture-mapped pool halls. Plus, unlimited camera angles, adjustable table characteristics, an all new physics model and a multiplayer tournament mode with up to 64 computer opponents. There is even a new pool tutorial with lessons on specialty shots and pool strategy.

So, get **Virtual Pool 2** today. It's all new and it's still the only game with the balls to offer a money back guarantee. Have you had your break today?

WINDOWS®95 PC CD-ROM







Beat The House

The Ultimate Gaming Tutor & Simulator

Prepare yourself for the #1 casino gaming experiencel
Featuring vividly detailed graphics and superior

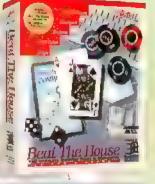
sound, Beat The House will make you feel like you are part of the action. Not only will you experience the thrill of casino gaming but you'll also learn the skills and techniques of the experts.

WINDOWS®95 PC CD-ROM









2. What sequel to the best-selling virtual game is so real it will improve your actual play?





"The Trailer Park Won't

- Computer Gaming Worl

Redneck Rampage is a ruckus-raisin' riot of a

first-person 3D shooter set in the

fictional town of Hickston: Arkansas, Armed with up to ten impractical weapons, players blast their way through country bars, trailer parks, and chicken processing plants in search of their missing pig who's been abducted by evil aliens. But they ain't gonna make it without enough fuel (pork rinds and whiskey) to fend off good of boys with sawed-off shotguns who

aim to blow away their bony behinds. PC CD-ROM



"It's A Heck Ct A Hayride"

"The Funniest Game We've Played this Year Yall" - Pappy Pappy

'One Of The Most Hysterical

Games In Years - Online Games Review

Ha Bestest Thing To Hit The South

Strately flus



LIGENCE.



Keep Yer Eyes Open For Official Redneck Rampage Levels



3. Complete the Redneck Rampage Word Search.



Gun Piq Vixen Coot Cow

Turdminion Bony Yer Leonard Chicken Pork Alien Bubba

Rind

© 1997 Xatris Entertalment Inc. All rights reserved. Redneck Rampage is a trademark of Interplay Productions. All rights reserved. Interplay is a registered frademark of Interplay is a registered frademark of Interplay is a registered frademark of Interplay Productions. All rights reserved. Exclusively licensed and distributed by Interplay Productions Windows 80 (Interplay Productions All rights reserved. Exclusively licensed and distributed by Interplay Productions Windows 80 (Interplay Productions All rights reserved. All rights reserved. All rights reserved. Interplay Productions All rights reserved. Interplay Produc

CARNAGEDDON

THE CARMAGEDDON XV5. 520 HORSES UNDER THE HOOD. EVEN MORE PEDESTRIANS ON TOP.







Some race for glory. Some for money. Then there are those who drive for the sheer ecetasy of crunching bones age not their bumper, Introducing Carmageddon, the racing game that separates the men from the grease spots on the road. Pit your wits and wheels against 25 mented drivers over 36 formidable race circuits to become The King of Carnage and The Prince of Pile-up. PC CD-ROM

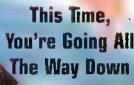




THE INFINITE ABYSS

Descent II: The Infinite Abyss, includes the award-winning Descent II with an optional 3D accelerated version and the all new Vert go Series. With 5D levels, 40 enemy robots, easy to use utilities like the Mission Builder, Level Converter and the

Robot Texture Editor your Descent experience le infinite PC CD-ROM







defined by gamers as the ultimate multi-player game. Now "the man" is

evailable in an enhanced multi-player package complete with 3D rendered graphics, new character animations, and a vast repertoire of spiteful canned and custom taunts. Keeping true to the original addictive gameplay, you better think fast as you vie for deadly power-ups, race against the clock and blow your opponents to smithereens

WINDOWS®95 CD-ROM















Descent © 1995 Parallas Software All Ingitis reserved. Mission Busider © 1996 Interplay Productions All Ingits reserved. Descent, 360° long, and Interplay are trademarks of Interplay Productions. All Ingits reserved. Productions All Ingits reserved. Productions All Ingits reserved. Will Interplay Productions All Ingits reserved. Interplay Productions All Ingits reserved. Will Interplay Productions All Ingits reserved. Interplay Productions All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Interplay are trademark of Sci (Sales Ourse Interactive) Ltd. All Ingits reserved. Windows MgS is a trademark of Microsoft Corpor published and distributed by Interplay Productions.





ARE YOU PREPARED FOR THE BATTLE OF ALL EXISTENCE?

Forged in the Beginning and protected by the Seven Seals, there lies a place where thought and creation intertwine. The center for all realms of existence, it is the balancing force between good and evil, man and spirit. A focal point for all energies, and the one element that has kept the consuming nature of darkness at bay... until now.

One by one, the Seals of protection have been broken. Step by step, Darkness prepares for its final assault. And as the apocalypse draws near, only one force can stop the shadow of evil from eternal reign...you.



* Computer Life

... offers one of the mostafluid, absorbing fantasy-horror game experiences available."

**** CGW

"ROTH covers all the bases."













5. In Realms of the Haunting, it's the Battleground Between



and







The AD&D game's most famous world, the FORGOTTEN REALMS's ting, is now powered by the award-winning Descent engine.



ESCENT TO UNDERMOUNTAIN™ is the most revolutionary new AD&D* FORGOTTEN REALMS* computer game ever. Based on an enhanced, SVGA version of the award-winning Descent engine, you are challenged to build an authentic AD&D* character and plunge deep into Undermountain — a twisting, monsterfilled dungeon labyrinth located beneath the

COMING SOON ON PC CD-ROM





Survival comes down to two things: The role of strategy. And the roll of the die.

city of Waterdeep.



ntroducing the new CD-ROM version of TSR's blockbuster dice strategy hit, DRAGON DICE. · Players are challenged to build and command dice armies from an assortment of races and creatures that struggle for territorial dominance. Multi-player features, animated tutorial and special collectible Dragon Master die make DRAGON DICE a must buy for strategy enthusiasts.





AVAILABLE NOW ON PC CD-ROM



All the Legendary Games. All the Magnificent Stories.

The FORGOTTEN REALMS® Archives - the ultimate **ADVANCED DUNGEONS &** DRAGONS® PC game collection. Twelve of the greatest role-playing fantasy adventures ever created are gathered together in one incredible boxed set.







PRONTIFRM

ANI 12 PORGOTTON REALMS 1916s AVAILABLE NOW POOL OF RADIANCE^M ON PC CD ROW

 CURSE OF THE AZURE BONDS** SECRET OF THE SIEVER BLADES!* POOLS OF DARKNESS™

EYE OF THE BEHOLDER

· EYE OF THE BEHOLDER IP

· EYE OF THE BEHOLDER INT

- GATEWAY TO THE SAVAGE FRONTIER TREASURES OF THE SAVAGE

• MENZOBERRANZAN™



6. It's 12 of the greatest role playing fantasy adventures ever, gathered in one boxed set.







"Fallout has everything necessary to be the best roleplaying game of all time"

- Next Generation

A NEW BREED OF RPG

In the recent wave of fantasy RPG-lites, FALLOUT's post apocalyptic vision sets a new standard for today's role-players.

Cutting edge technology with 3D-rendered personalities adds a whole new level of dynamic sophistication to character interaction.



multiple death sequences, FALLOUT packs a replay value few to games can match.

• If you agitate someone with your comments, they'll look and act agitated and remember that encounter. Depending on the player's choice of

With unusual characters, hidden surprises, unique locales, and

 Over 50 mini-quests with multiple solutions take you through devastated wastelands such as Rad Scorpion dens, Junktown, and the Brotherhood of Steel.

conversation topics, characters will look happy, normal, and/or angry!

 Meticulous turn-based combat system lets you target specific body parts to wound, cripple, or kill as you see fit

 Make your own character or start with one of three pre-generated types. Diplomatic, Deceptive, or Combative

 Victims don't just perish-they get cut in half, melt into a pile of goo, and explode like a blood sausage into chunks of flesh.

 Improve your character's skills through play and receive perks tailored to your character's abilities.

Available on WIN®95/DOS and Mac CD-ROM.





7. Fallout is a post-nuclear role playing game with over 50 mini-quests where you can target specific body parts to:

Interplay Presents An citement

To receive your rebate & be automatically entered in the sweepstakes drawing:

- 1. Complete the puzzle
- 2. Complete rebate portion
- 3. Mail this form to: Avalanche of Excitement Rebate P.O. Box 19129, Irvine, CA 92623

To enter the sweepstakes only:

1. Complete the puzzle and mail this form to:

Avalanche of Excitement **Sweepstakes** P.O Box 19641, Irvine, CA 92623

Birthdate,









Take circled letters from puzzies on the previous pages & decode message:

Eligible Interplay Titles:	ı
(theck a I that you purchased, maximum of	ı
4 games without additional accessory purchases,	ı
maximum 6 with according much scool	

Starfleet Academy¹⁹

Virtual Pool™ 2 Faifout[™]

Beat the House's Win 95AVin

Realms of the Haunting 16 DESCENT TO UNDERMOUNTAIN?

The FORGOTTEN REALMS® Archives Redneck Rampage¹⁴

Atomic Somberman's

Descent III4: The Infinite Abyss ☐ Carmageddon^{ru}

į,	MAIL

Any combination of Interplay games and accessories isted below between 30/1/97 & 12/31/97

1 Proof of purchase (original UPC) from each product package purchased, 2. Original cash register receipt whitere nam purchased, and date of purchase circled (receipts cannot be refurned). 3 This original completed certificate in a stamped envelope to: interplay Avalanche of Exchement Other PO Box 19179, Innine, Ca 92623

RECEIVE Up to \$100 cash back (via rebote check). Allow 8-10 weeks for processing

PRODUCTS PURCHASED \$30 - 1 Teatured Interpray game and 1 Dramond Multimedia Monster 3D Accelerator Cord

\$30 - 1 featured Interplay game and 1 ACT LA85 EagleMAX Joystick § \$10 - 1 Interplay game

520 - 2 Interplay games \$30 - 3 Interplay games \$40 4 Interplay games

Address City

TOTAL REBAYE: S ____ (UP TO \$100) e-mail Address

Products available at participating U.S & Canadian retailers including:

Circuit City • Best Buy • CompUSA • Egghead • Electronics Boutique • Computer City • Media Play Babbage's Etc. • Hastings • CompuCenter • CompuSmart • Future Shop • Business Depot • London Drugs

Employers as the at years in the great 3 should have pretent with your manner making address, survive or 70, this 1964, there CA 92623 Entermised be included by 181/AS Sporter as 1910° TO William Respondent a visitor of control control with a control of control of control of the survivery should up or about 201595 from all printing that control

Edited by Charlotte Panther (CPanther@zd.com)

Feel The Force

LucasArts Adds Another Star Wars Title to Its Fall Lineup

or the past year we've been waiting to play a Jedi or an Emperor in LucasArts'

JEDI KNIGHT OF REBELLION, respectively, but it looks like the next Star Wars game to hit the PC desktop won't be either of them. Shapows

of the EMPIRE PC, a game that unfolds between The

Empire Strikes Back and Return of the Jedi, is set to arrive this fall. Though the release dates for LucasArts games have always been tenuous, Shaoows PC could come out on schedule because of one important fact: The game's been done for a year.

SHADOWS PC is actually a port of the successful SHADOWS OF THE EMPIRE game that LucasArts developed for Nintendo's N64 launch. The game received mixed reviews, but was a commercial success. Now that Nintendo's one-year exclusive on the title has expired, LucasArts is ready to release SHADOWS for PC fans

who just can't get

the Force.

One important note, though: You will need a 3D accelerator to play this game. Shadows had amazing graphics on the Nintendo 64, and in order to maintain that same tevel of visual quality, a 3D card will be required for PC Play.

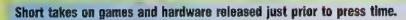
Shapows PC is the story of a mercenary named Dash Rendar, who stumbles headlong into a turf war between the Emperor's two main pit bulls—Darth Vadar and Prince Xizor (Xizor is the leader of the Empire's most powerful crime syndicate, Black Sun). As Dash, you help the Rebels fight against the Empire, play bodyguard to Luke Skywalker, and assume a key role in the penultimate battle between Vadar, Xizor, and the Rebel Alliance.

Gameplay in Shapows is incredibly varied. In the first level (which is possibly the most

fun) you pilot a snowspeeder on the arctic planet ₩ Continued on pg



The Hoth Planet



JANE'S COMBAT STICK

An updated version of the F-16 Combat Stick, this flight controller sports some mechanical fine-tuning as well as a bundled copy of the

full DOS version of Jane's ATF. With two four-way view hats, six buttons, X- and Y-axis trim adjustments, and

an analog throttle, Jane's Combat Stick by itself provides all the options many gamers need,

The stick features a larger base than its F-16 predecessor. One limitation of the Combat Stick series



has been its use of chorded buttons to get extra functions—multiple buttons couldn't be read simultaneously. The Jane's stick, however, adds a switch that allows any combination of simultaneous button presses when attached to a CH Pro Throttle. The stick isn't programmable by Itself, but is when used in combination with the Pro Throttle. —Denny Atkin

CH Products, (800) 624 5804

PC Flight Controller

Reader Service #: 301

FORMULA (

If you liked Wipeout, you'll probably like Formula 1. Psygnosis' latest racing game features great graphics, an excellent soundtrack,



CGW

OCTOBER 1997

Poe Will Join Bruce Willis on Apocalyptic Journey

old-selling recording recently sloned an agreement with Activision to take part in the company's upcoming title, Apocalyese. The alternative songstress. whose hits include "Helio" and (my personal favorite) "Angry Johany," will find herself doing battle with Die Hard actor Bruce Willis, who signed on for a key role in the project earlier this year. The game takes place in a dark, futuristic world where the dominant cultural



Poe

forces—religion and science—preach their respective forms of salvation. Poe plays rock diva and pop culture queen Mary Magdelene, who has been transformed into the evil Plague, one of the Horsemen of the Apocalypse With the help of Willis, your virtual wingman and sidekick, you'll seek out and destroy Plague and the other Horsemen of the Apocalypse, thus saving the world.—Charlotic Pantner.

News Flash

- >>> Sierra On-Line recently announced that it has dropped the price point on its Screamin' 3D Accelerator Card from \$199.95 to \$149.95. This \$50 reduction comes just in time to help strengthen Sierra's position in the competitive 3D-card market during the holiday season, The Screamin' 3D Accelerator uses the Rendition Verite V100 graphics processor with 4MB of EDO DRAM, and supports DirectDraw and Direct 3D
- Description of the properties of the properties
- SSt (Strategic Simulations, Inc.) and Headland Digital Media, Inc. announced that they are working together on an online gaming venture. The two companies will form Club SSI, an on ine community for wargame and strategy gamers. Club SSI will provide a place for game enthusiasts to meet and match up with other players online. The launch of Club SSI is scheduled to coincide with the release of Panzer General. If in October At pressitine, a pricing plan for Club SSI had not yet been determined.

Entertainment is currently working on Men in BLACK, a third-person action-adventure game based on the hit movie starring Will Smith and Tommy Lee Jones. The title will feature hand drawn polygonal animations of Smith and Jones, along with a vast array of weapons from the movie and, of course, the aliens. The game is scheduled for a fall



release, and will be published by The Design League.

and all of the classic tracks. Yet, it doesn't have the amazing driver AI of Grand Prix II, nor the incredible physics model of Microsoft's upcoming CART Precision Pacing. Instead, what you get is fast-moving action, the names (but not even the artificial personality) of famous drivers, the basic characteristics of the various cars (but without the depth of the models in competing products), and a full circuit of Formula 1 races. Still, the 3D looks great



and the action is non-stop Only serious simulation buffs will have qu'bbles.

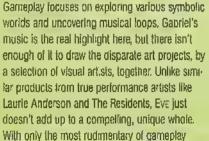
—Johnny L.

Wilson

Psygnosis, (800) 438-7794
Win 95 CD-ROM
Reader Service II: 302

EVIE

Part art project, part game, Peter Gabriel's Eve doesn't have enough of either to succeed



(most of it of the pixe, hunting variety), there's just not enough to Eve to war



rant gamers' time.—Robert Coffey
Ignite/Real World Multimedia, Inc., (310) 312-5705
Win 95 CD-ROM
Reader Service #: 303

SHANGHAI DOUBLE PACK

Watching Activision trot out another Shanghai pack is a tot like buying a ticket for Guitar Legends of the '70s at

OCTOBER 1997







Look here ace, you've got just 90 feet of runway before you earn your wings the hard way. Face it. Your fixed-wing rules do not apply here. What you need is helicopter. And now you've got one in Microsoft's Flight Simulator 98, the most



significant upgrade of this product ever. With it you'll soar over painstakingly detailed landscapes that include 3000 airports (10 times more than the previous version) and more than 45 cities around the world. Flight Simulator 98 supports multiplayer and



force feedback technology so you can achieve all new levels of flight realism. Take control of the widest range of aircraft, including this Bell 206B JetRanger III helicopter, a machine that's guaranteed to make you feel like a rookie all over again.

DLAYING LATELY

CGW Survey*	Last Month	Months on Charl
1. Diablo (Blizzard)	1	6
2. Civilization II (MicroProse)	2	17
3. Duke Nukem 3D (3D Realms)	3	18
4. Quake (id Soflware)	5	10
5. Heroes II (New World Computing)	6	7
6. Magic: The Gathering (MicroProse)	10	2
6. Red Alert (Westwood/Virgin)	4	7
8. Tomb Raider (Eidos)	10	5
9. Steel Panthers II (SSI)		17
10. Steel Panthers (SSI)		16
10. Heroes II: Price Of Loyalty (New World Cor	mputing) -	_

* Check your mailbox. We mail a survey to 1,500 randomly chasen subscribers each month. The results: of Playing Lalely indicate what games readers are blowing the most time on, as opposed to the reader's overall "quality making" in the Top 100.

PC Data Best-Sellers"

1. Myst (Broderbund)	3		
2. Diablo (Blizzard)	2		
3. X-Wing vs TIE Fighter (LucasAris)	1		
4. Red Alert (Westwood/Virgin)	4		
5. Monopoly Multimedia (Hasbro Interactive	:)		
6. Microsoft Flight Simulator (Microsoft)	6		
7. NASCAR Racing II (Sierra)	10		
8. C&C: Counterstrike (Westwood/Virgin)	8		
9. Need For Speed II (Electronic Arts)	5		
10. Police Quest V: SWAT (Sierra)			
** This list indicates which PC games were the top sellers, as calculated by PC Data, during June, 1997.			

Feel The Force

Continued from an 42

Hoth during the infamous invasion of the Rebel base. You can play either from a first or third-person view, as you blast Imperial drones and ATST walkers. You can also bring down Imperial AT-ATs with your harpoon cable (as Wedge did in The Empire Strikes Back). There's also a Quakelike level where you guide Dash through the corridors of the Hoth base, a 3D asteroids level where you direct your ship's cannons at swarming TIE fighters while the ship is on autopilot, and one level where you ride a

Target Release Date: Fall 1997 Publisher: LucasArtii SHADOWS OF THE EMPIRE IS THE PE port of the successful Nintendo 54 game. It is a collection of different types of action gaming set between The Empire Strikes Back and Return of the Jedi

swoop (similar to a speeder bike) through Mos Eisley while blasting enemies and dodging pedestrians.

We played the N64 version of Shadows, and not only did it look gorgeous, but it was fun as well. Some levels were much better than others, but overall, the game was a very satisfying look at the interim between Empire and Jedi. As long as the porting goes smoothly and 3D card supmay have a PC hit to mirror its Nintendo success.-Eltiott Chin





your local nightclub. You probably already have all the hit CDs, and the players certainly don't look as good as they did in their prime. There are moments, however, when this set of games does hit the high notes. The computer opponents are decent, and Dragon's Eye is still a riot when played by two evenly-matched human opponents. Best of al., the package includes separate disks for Mac and PC versions, so you can pass a tile

on to a friend. Maybe the next version of this classic will include Internet play.—Terry Coleman Activision, (800) 477-3650

PC/Mac CD-ROM

Reader Service #: 304

MICROSOFT **ENTERTAINMENT PACK:** THE PUZZLE COLLECTION

The Microsoft Entertainment Packs are perfect when you desperately need a five minute distraction. The talest addition to the series. THE PUZZLE COLLECTION. includes 10 at new puzzles, several of which were created by Ternis designer Alexey Pajilnov. The Terris influence is noticeable in puzzles like

LineUp, in which players must place five-block places onto a grid to form complete lines (vertically or horizontally). Other puzzles are completely off the wall-Rat Poker has you trapping and releasing different colored rats to create winning poker hands. Once you start playing these highly addictive puzzles, it's hard to tear yourself away. You have been warned —Charlotte Panther



Undercover Gaming

PalmPilot's Stealthy Games Let You Goof Off Without Getting Caught

the US Robotics PalmPilot is quite the personal productivity device. It allows you to keep track of your schedule, phone numbers, and "to do" lists, You can use it to take notes in meetings, track expenses, read books, and even to tune your guitar. You may know all that, but did you know it might also save your sanity?

Say, for example, you are stuck in a three-hour meeting or a class that just won't end. Perhaps you are attending a lecture and the speaker seems to have a Ph.D. in rambling. Wouldn't you rather be...

West of House

You are standing in an open field west of a white house, with a boarded front door.
There is a mailbox here.

That's right. While everyone else assumes that you're taking copious notes, you can actually be playing Zork, Planetfall, or any of the text-based infocom games that have been ported over to the Pilot. You can also play classics tike Chess, Sub Hunt, Missile

COMMANO, BLOCKS (a TETR'S Clone), PONG, LIFE, BLACK-JACK and SOLITAIRE

If any of you are thinking "Big deal. I'd rather play QUAKE or WARCRAFT or DAGGERFALL," consider this: There are times when pulling out a notebook computer and taunching Diablo will get you in trouble. Try it in a meeting at work some time if you think I'm kidding. The next time you're sitting there, bored to tears with no conceivable escape route, you'll wish you had a Pilot loaded with that Zork III game you never finished.

For more information about the things you can do with your Pilot (including shareware and freeware game down-

loads), check out www.pilotgear.com and http://198.70.114.128 /stinger/stingersoft.cfm.

Before I go, let me say something to Tim and Michael, my managers. CGW forced me to concoct this story. I really have no idea what I'm talking about. Games on like Pilot? That's news to me. I've never heard of such a thing. The whole idea is just preposterous. It's the most ridiculous thing I've ever heard in my life. Just please don't ask me to show you my notes from last Tuesday's meeting....—Greg Fortune



GAMER'S DELIGHT:
With a little help from
the PalmPilot, a
tedlous meeting
becomes a gamingfest.





Microsoft, (206) 882-8080 PC CB-ROM Reader Service #: 305

PRO PINBALL: TIMESHOCK

While some pinball games

maintain the sense of table size
by scrotling, Empire Interactive has decided to

cram the
entire table
into one
screen.
While the
sites and
sounds of
the game are

well done, the fact that the entire table is packed into whatever size monitor you have makes it difficult to follow the ball at times. The game is pretty tweakable, and requires a lot of pinball savvy to actually finish, so hard-core pinballers will want to check it out. The rest of us will need to brush up on our skills, or else just admire the pretty (but busy) table.—Thierry Nguyen

Empire Interactive, (301) 916-9302

PC CD-ROM

Reader Service #: 306

TENNIS ELBOW

Most tenn's games on the computer or console are little more than Pong on steroids. To its credit, Tennis Elbow tries hard to be real tennis, complete with

overhead smaskes and low volleys The French love of tennis comes out in the variety of shot selec-



tions, as the game even differentiales between a defensive lob and lob d'altaque. The world circuit, featuring more than 50 events and rankings for 250 simulated players, is robust as well. Still, much of this we've seen before—most notably in the Amiga version of Pro Tennis Tour (1991, Ubi Soft)—and it's a real shame that the controls for tennis simulations don't seem to have advanced much in the past half decade. —Terry Coleman

Prepare to meet thy maker







hen you're ready for skull-crushing, hard-hitting, tournament style action wou're ready for Drachen Zon's Not just another fighting game, Drachen Zor takes you on a no-holds-barred battle through the nine blood pits of Drakker mystical fantasy world where 16 high-definition, fully-mobile, 3D warriors all fight to become Warlord of the Dragon Gate.

Fight one character at a time, or up to three others with its multiplayer networking mode—either way, you'll encounter combatants of all shapes and sizes attacking from all angles. And with more than 54,000 different playing combinations, you could play this game forever.

Assuming you don't meet thy maker first-

Drachen Zor



www.southpeak.com

RANDAGES







esearching this edition of the Works took me to Seattle for **Microsoft**'s big DirectX Love In, known as Meltdown. This brannual event is a chance for hardware guys and software guys to get together and see if they can all just get along. As a new version of DirectX nears rev. 1.0, hardware guys bring their wares, while they're still working on drivers, and software guys bring their DirectX titles under development and try running them on the different hardware platforms. The idea is to

kill bugs dead before games or drivers hit store shelves. The hardware guys consist mostly of system and graphics chip and board makers, so naturally it is a primo opportunity to do some snooping around and see what's shakin'.

Among the graphics guys, the usual suspects were holding forth on the chip side **3Dfx**.

Rendition. Matrox \$3, ATI, Number 9, et al. But the chip that seemed to be the conference darling was NVIDIA's Riva 128, a newcomer to the scene whose 20 and 3D performance will make it a very tough competitor this fall. The Riva 128 is featured on boards from both Diamond and

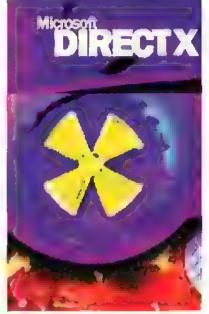
STB, and
4MB boards
will most likely hit
the streets for under
\$200 We'll be looking
at both boards in
next month's 3D graphics roundup.

Rendition was testing their V2200 part and, just for grins,

waited until developers noticed how much faster their games ran to tell them it was the V2200, not the first-generation V1000. We'll be pulting a V2200 reference board through its paces next month as weil

But the real shocker had to be Matrox's decision to do a PowerVR-based board, which should be shipping soon after you read this. Check out our review this issue of **VideoLogic**'s Apocalypse 3Dx which also uses PowerVR. It looks like Matrox's part will be 3D-only, though coupling it with Matrox's Mystique would make for a pretty dynamic duo.

For more on 30 is on this issue, check out our 3D graphics feature, where we'll show you which features do what, bring you up to speed on the latest 3D jargon, and give you the latest dish on the Direct3D vs. OpenGL skirmish. — Dave Salvator



THIS JUST IN

GOTO Soltware, (011-33) 3-20-66-5500 PC CD-ROM

Reader Service #: 307

BABYLON S ARCADE SERIES EMTERTAINMENT UTILITY: SHADOW WARS

Despite the "Arcade" in this package's name, and the general quality of any product associated with *Babylon 5*, do not buy this package for the game. The Shabow Wans arcade game is a substandard Galaxians/Galaga knockoff, but without the gameplay

of those early '80s classics. Series creator
Joe Scraczynski must have been taking a day
off when this turkey got the slamp of approval.
If you're the kind of *Babylon 5* fan who knows
one Zathrus from another, though, you'li
appreciate this package for its B5 screensavers, wallpaper, icons, and audio and
video clips. But please, don't buy it for

the game.

—Denny Atkin Sound Source Interactive, (818) 878-0505

Windows CD-ROM

Reader Service #: 308

DRAGON DICE

Based on the popular TSR dice game, Dragon Dice is strategy gaming at its simplest. Gamers vie to control "terrains" across the mythical and of Eafach magnificant across the mythical and

of Esfah, marshaling armies of eives, dwarves, and goblins that are represented by—you guessed it dice. Offering single scenario, campaign, and tournament play, DRAGON DICE allows players to

customize
their polyhedral
forces
before
squaring off
against the
computer





KINGDOM TO COME

Interactive Magic's Real-time Strategy Game Tries To Climb Above the Crowd

s we've seen in Microsoft's AGE OF EMPIRES (see the sneak preview in this ssue), developers are taking real-time games in a more intelligent direction. One of the games that exemp ifies this is Interactive Magic's new game, Seven Kingdoms.

You play as one of seven ancient civiliza tions (Greek, Chinese, Mayan, and the like), building an infrastructure, much as you do in other real-time strategy games. You also have to harvest resources and maintain a sizable army for defense and, if you choose, offense.

What we particularly like in this game is the use of each civilization's mythos to flesh out the culture's repertoire of units. Each civil zation can summon one godlike creature from its pantheon (the Chinese summon a dragon, the Norse summon



Summon powerful creatures such as this Chinese dragon to assist your troops,

Thar), who beslows benefits upon their troops and is a controllable megaunit.

The game will also emphasize multicultural cooperation, as in order to utilize each god, you have to have members of that god's race in your nation. Thus, the best players will welcome all the cultures into

one homogenous civilization, and summon all the gods to smite their foes.

Another great feature of the game is the esp onage model and spy unit, which we'll reveal more of in next month's Real Time Strategy Roundup, as well as in an upcoming preview.-Elhott Chin

Mhat, No Quake?

CGW recently attended the 1997 Shareware Industry Conference (SIC), in Providence, Rhode Island, While the conference's round tables always result in lively discussion about the shareware industry, the highlight of the event is the annual SIC Awards Ceremony, CGW presented the awards to the winners in each category. The results are as follows:

Best Shareware Game:

Quake, by id Software

Best Action Game: QUAKE, by id Software

Best Strategy/Logic

Game: FALLEN HEROES, by A&B Enterlainment

Best Card/Casino Game: Dynamic GIN32, by SyberSyn

Best Boardgame: PRO BACKGAMMON, by

WinGames, Inc.

For more information about the winners, check out our accompany-

ing CD ROM booklet (if you get the CD version of the mag). You'll find playable

> versions of all of these games on the CG-ROM except for one. Despite the fact that QUAKE was clearly the star of the SIC awards, id Software absolutely refused to let us include the game on the CD, "It will inter-

fere with the OEM sales," said id CEO, Todd Hollenshead.

You call that shareware?—Thierry Nguyen

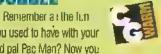
or up to three friends. Though it's short on real depth and saddled with dorky graph cs, Dragon Dice is surprisingly engaging, its quick and easy gameplay might be enough to satisfy gamers hungry for strategy but short on time.-Robert Colley

Interplay Productions, (714) 553 6678 Win 95 CD-ROM

Reader Service # 309

CUESTI

you used to have with your old pal Pac Man? Now you



can virtually relive the experience with GUBBLE. As the cutey pie alien, Gubble D. Gleep, you must navigate through 150 mazes while outrunning,

I kid you not, "Wangry Wobots," just like you did in the early '80s with our hungry yellow friend. The



twist? Pretty DirectX graphics and a power-tool theme. Yes, instead of munching pellets, Gubble's mission is to remove a variety of hardware fasten ers using name-brand power tools. These innovations help provide an interesting take on a classic theme. Maze addicts should feel right at home.

-Mailhew Schaeler

RandomSoft, (800) 788-8815 Win 95 CD-ROM Reader Service #: 310

DOGDAY

I've never had a particular desire to interact with a painting of poker-playing dogs.



Unfortunately, that's what playing DogDay feels like. Il's about your life as a dog under a totalitarian regime. At least, I think so. It's hard to tell, since the dialogue consists entirely of barking, and there isn't a subtitling feature. Slated as an adventure game. DogDay is more a collection of annoying puzzles. If you're looking for a way to spend an afternoon, don't make it a DogDay.-Kate "Pinky" Simonton

mano. A sitale. (00 11) 612-9674-7399

Win 95 CD-ROM

Reader Service #: 311





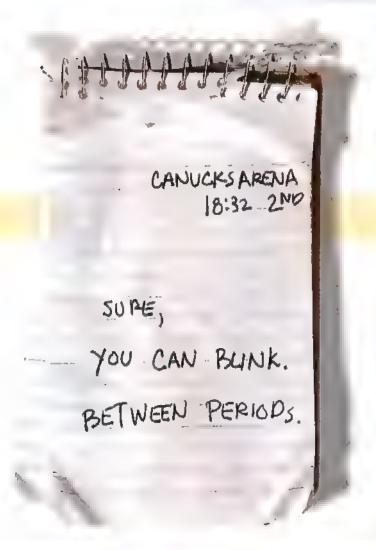




















www.easports.com

Staym' razor sharp for 60-plus is only half the game. If you're packin' the other half find out how to prove it.



HE MEDIEVAL CATHEDRAL OFTEN SERVED AS A CENTER FOR LEARNING. THIS IS GOING TO BE A VERY PAINFUL LESSON.

The Four Horsemen of the Apocalypse lurk in the shadows before you. And they are not alone. Eidolon, the last-known Serpent Rider, lives. All of humanity has fallen to the archfiend and his Hell-spawned hordes. As the Necromancer, the Assassin, the Crusader, or the Paladin, you must put an end to this ravenous onslaught. But first, you must defeat the Dark Generals. Each of them awaits your arrival separately in one of four demon-infested worlds. You will know them when you see them. They will be Death, Pestilence, Famine and War. Will you be the teacher? Or the student?



Possess distinct spells, powers and weapons. With experience, gain levels; more hit points and certain spilifies that apply to your specific character closs, such as increased speed, fire power and jump distance.



Lose yourself in lightning storms, blowing leaves, earthquakes, spraying fountains and pouring rain.



Bludgeon your way through four demon-infested worlds — Medieval, Egyptian; Mesoamerican and Roman. Smash stained glass windows, collapse structural beams, pulverize trees and shatter egos.









The Most Influential People in Computer Gaming

GW and GameSpot recently decided to hold an internal ballot to find out just who the most influential people in this industry are. First we voted for the people we felt had had the greatest influence over computer gaming since its hascence. Then we voted on those people who we felt had accomplished the most for the industry

during 1996. To find out more about these ploneers and their contributions to gaming, point your prowser to http://cgw. gamespot.com/october.

The 15 Most Influential People of All Time

- 1. Sid Meier for game design (CIVILIZATION, COLONIZATION)
- 2. John Carmack for technological gy (QUAKE, DOOM, DOOM II)
- 3. Richard Garriott for design (Ultima series)
- 4. Alexey Pajitnov for Tetris
- 5. Nolan Bushnell for Atari and Pong
- 6. Brett Sperry for game design (COMMAND & CONQUER, DUNE II)
- 7. John Romero for game design (QJAKE, DOOM, DOOM II)
- 8. Miyamoto for game design (Donkey Kong and Mario)
- 9. Trip Hawkins for inception of current software distribution model, affiliated labels, and the like





- 10. Roberta Williams for adventure game design (KING'S QUEST)
- 11. Peter Molyneux for game design (Magic Carpet, SYNDICATE)
- 12. Will Crowther and Don. Woods for creating The Original Adventure games
- 13. Alex St. John for MS-Windows for gaming
- 14. Scott Miller for originating the shareware model
- 15. Ron Gilbert for inventing the SCUMM engine for adventure gaming





The 5 Most Influential People of 1996

- 1. John Carmack for 3D technology, Quake, and QUAKEWORLD Internet Play
- 2. Gary Tavoli for architecture (and hypma) of the 3Dfx chip
- 3. Brett Sperry for game design (RED ALERT)
- 4. Erich Shaefer and David Brevik for game design (DIABLO)
- 5. Andy Hollis for game design (LONGBOW)





I you've been following the development of Quake 2, you're sure to have noticed a foxy, red-headed, long-legged honey strutting (and jigging) her stuff across id's Web site. But if you think you're going to run into this leather-clad, BFG-wielding bombshell when you play Quake 2, think again.

The character currently up on the Web site is QUAKE 2 artist Paul Steed's homage to the all-female QUAKE clan, CrackWhore. Steed is quick to state that he created this highly-characterized cartoon like vixen just for fun, and she will not be the female-player character in QUAKE 2. However, one of the monsters will be a Borg-like version of CrackWhore. Instead of that glorious mane of red hair, she'll have cables running through her body and protruding out of her scalp

Although the real Q2-babe is in the early stages of development right now, Sleed has a clear idea of what he wants her to look like. For one thing, she won't be running around half naked. Steed wants this character to be taken seriously, and despite what other developers seem to think, a female wearing three strategically placed triangles as her only batherarmor is hardly realistic. Steed's femme fatale will be based on Private Vasquez, the supertough marine from the movie Aliens, and will be dressed in similar attire—a steeveless vest and full-length pants. That's not to say she won't be feminine. This tough-girl will definitely boast womanly curves, but according to Steed, we can expect her proportions to be more realistic than those of the women we've seen in games so far. "She'll be very cool—attractive, yet tough," Steed says

Steed stresses that QUAKE 2 will be a far more visual experience than it's predecessor. As you approach a character in a DeathMatch, for example, you'll clearly be able to distinguish if they're

male or female (the female character may even have a pony-tail

to make idenlification leasier). You'll also be able to tell which weapon they're carrying, and if they're wearing armor

And how does Sleed

CGW

OCTOBER 1997

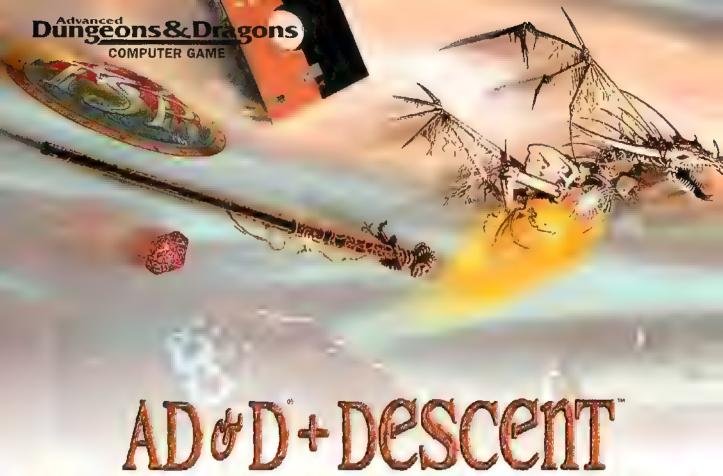
Artific Edition
Studies homage to
the female Quart
clan, CrackWhere



Quake 2's lemale character will be based on Aliens' ultra-tough marine, Vasquez

think his wondrous creation would fair if pitted against some of the other bimbettes out there? "She could shoot Lara Croft to bits," he proudly proclaims.—Charlotte Panther



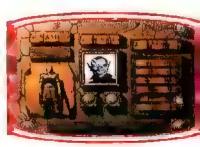


AN UNBEATABLE COMBINATION
The AD&D game's most famous world, the FORGOTTEN REALMS® setting, is now powered by the award-winning Descent engine.





INTRODUCING DESCENT TO UNDERMOUNTAIN, THE MOST REVOLUTIONARY NEW ADED FORGOTTEN REALMS COMPUTER GAME EVER, BASED ON AN ENHANCED, SVGA VERSION OF THE AWARD-WINNING DESCENT ENGINE, YOU ARE CHALLENGED TO BUILD AN AUTHENTIC ADED CHARACTER AND PLUNGE DEEP INTO UNDERMOUNTAIN — A TWISTING DUNGEON LABYRINTH LOCATED BENEATH THE CITY OF WATERDUEP, HERE YOU WILL ENCOUNTER AN INCREDIBLE 360° WORLD FILLED WITH SHADOWY HALLS, ANCHENT CRYPTS AND ABANDONED TEMPLES — NOT TO MENTION A TERRIFYING ASSORTMENT OF CREATURES WHO CALL UNDERMOUNTAIN THEIR HOME. SOLVE THE RIDDLE OF UNDERMOUNTAIN AND YOU WILL CERTAINLY AMASS A PILE OF GOLD. FAIL AND YOU WILL BECOME A MERE PILE OF BONES.





EITHER WAY, YOU'RE GOING DOWN LIKE NEVER BEFORE.





Going Postal

Ripcord Productions To Unleash a Bloody Flurry of Action on the Gaming World

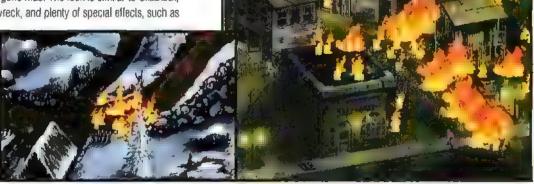
ipcord is the name of the startup game publishing arm of Panasonic Entertainment. Now, that's the last you'll hear of Ripcord's connection to Panasonic in these pages, because Ripcord is definitely trying to deliver gamers' games to the public. The first will be Postal, an intense action shooter from developer Running With Scissors.

In Postat, you play a gun-toting psycho who is on a rampage to destroy all the wackos and evildoers of a town gone mad. The look is similar to Crusader, with jots of objects to destroy and wreck, and plenty of special effects, such as

blood tracks in the snow, adding to the grisly atmosphere. Running With Scissors promises plenty of nasty weaponry, including rocket aunchers and frame throwers, as well as crafty level design and swarms of enemies.

You'll also discover, as you pray through the game, that the initial premise is questionable. You'll start to wonder who's really going mad; is it the whole world or you? But before you find out, you'll have to blow everyone away.

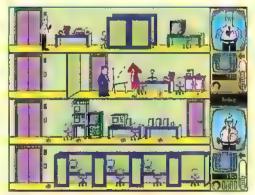
The game should come with a robust editor that will allow players to make levels as well-done as the designers'. Look out for Postal sometime in September.—Elliott Chin



Dilbert's Desktop Distractions

Feeling overworked, under-appreciated, and severely underpaid? Spend some time with Dilbert, the world's most pul-upon employee, and you'll learn a few important lessons about survival in the work place. Rule number one? Do as little work as possible while giving off the impression that you do more than anyone else in the office. To help you fulfill your goal, DreamWorks Interactive has created Dilbert's Deskrop Games, a collection of 10 games and activities specifically designed to decrease productivity as we know it.

Games include *Techno Raiders*, a platform style game in which Dilbert must collect donuts and gadgets on his way up the corporate elevator...er...ladder. There's *Project Pass-Off*, a foosball type game, in which Dilbert and Zimbu the Monkey try to snare good projects as they fail onto the conference table, and pass the bad ones off to each other Relieve frustration with the *Can-O-Matic 2*, a machine that allows you to shoot fellow emp oyees at targets. And then there's *CEO Simulator*, a chance for players to build their own



Daily Grind: Dilbert's daunting task is to pick up as many donuts as possible.

company from the ground up, nurturing it and provid ing it with the same sort of care and attention that one would give a pet dog.

DILBERT'S DESKTOP GAMES will begin its destruction of the workplace in October

-Charlotte Panther



e-parcel Provides a Smart Solution to Your Download Nightmares

You hear there's a new add-on pack available on the Internet for a game you're playing, but you're reluctant to download it because you know it will the up your computer for nours. Sound familiar? Well, e-parcel, an internet delivery service, has developed SmartLoad, a product that will securely deliver electronic parcels of any type or size to your desktop without slowing down the other running desktop appli-

cations. The soft ware also boasts crash resistant capa-

bilities, so that if a disconnection occurs while downloading, SmartLoad will recommence and complete the transmission at the point of interruption, instead of having to start over Once a file has been deposited on the user's desktop, it can be viewed simply by dicking the SmartLoad icon SmartLoad is currently available for Windows 95 and NT 4.0. For more information, check out www.

e-parcel.com. —Charlotte Panther





The best just got better. Introducing Flight Unlimited II from Looking Glass. The most realistic flight experience ever in a PC simulation.



FLY THROUGH A SKY PILLED WITH COMMERCIAL, CIV.LIAN AND MILITARY AIRCRAFT. REAL-TIME COMMUNICATION BETWEEN YOU AND AIR TRAFFIC CONTROL DETS YOU THROUGH THE JAM.



Experience 25 Heart-pounding adventures, including dodaing two F- L6s with the license to xill when you violate restricted arispace.



AT THE CONTROLS OF THIS DEHAY MAND BEAVER SEAFLANE, YOU CAN THY SOMETHING TOTALLY NEW IN A FLIGHT SIM—

Throw everything you know about flight sims right out the window. Because Flight Unlimited II takes the realism and thrill of simulated

"The Real Deal"
C/Nets GameCenter

flying to a higher plane. Over 11,000 square miles of incredible Bay Area terrain accurately modeled for the most precise detail ever in a flight sim. The most

advanced weather effects — rain, lightning, cross wind and more. Visual and instrument navigation. Six of the coolest civilian aircraft, including the

legendary P-51D Mustang. Whether you're a high-flyin' veteran or just getting off the ground, check out the sim that sets the standard once again. Flight Unlimited II from Looking Glass...coming this summer.

"The richest, most detailed environment yet seen in a PC flight sim." Computer Gaming World



Now You're Really Flying

Take the "Unlimited Challenge" and win really cool prizes.

EIDOS



IG GLASS

CIRCLE READER SERVICE #069

YOU'VE LOOKED

Even your high school yearbook picture was more becoming than this. But as an alien, glamour is not high on your agenda. So, bust out of the traditional strategy game mold, morph into a human and make enemies with your friends. Conquest Earth is a world you'll want to step into very carefully.

EFFECTS ARE
SPECTACULAR"
COMPUTER GAMES
STRATEGY PLUS

"STUNNING
VISUALS AND
INTENSE
GAMEPLAY"
PC GAMER



WHERE STRATEGY

TAKES ON

A NEW FORM

BETTER.





You can play either side in this intergalactic strategy game. Instantly morph into a weapon or battle tank—even a human being.



When playing the allen side, you'll experience a unique interface with different rules and capab lities. You'll employ never-before-seen tactics and strategies to foil your human counterparts.



Vary your strotegy to keep your opponents guessing. Keep track by monitoring them through your interface portals. With over 65,000 colors, the action will come to life like never before



Playing the human side, you'll need to manage your resources wisely. Thwart the aliens' attempt to mine axygen from the atmosphere. Only one race will remain standing after this wor. Make sure its yours.



A NEW KIND OF FLIGHT SIM IS EXPLODING ON THE SCENE.

Flying Nightmares 2 isn't just the next great flight sim.

It's a new kind of flight sim.

One where you'll need a lot more than quick reflexes to survive.

And with so much air and ground action, you may need help. Lots of help. So we designed the most extensive multi-player capabilities ever seen in a flight sim. Up to 16 players over a LAN or internet connection.

So don't get left in the blast. Reserve a copy of FN2 now.





Full strategy war game 65,000 color, high-resolution graphics





Supports up to 16 players Fly both Harriers and Cobras









DEATHTRAP DEATHTRAP

Deat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu knife gone bad. Or simply cast a spell



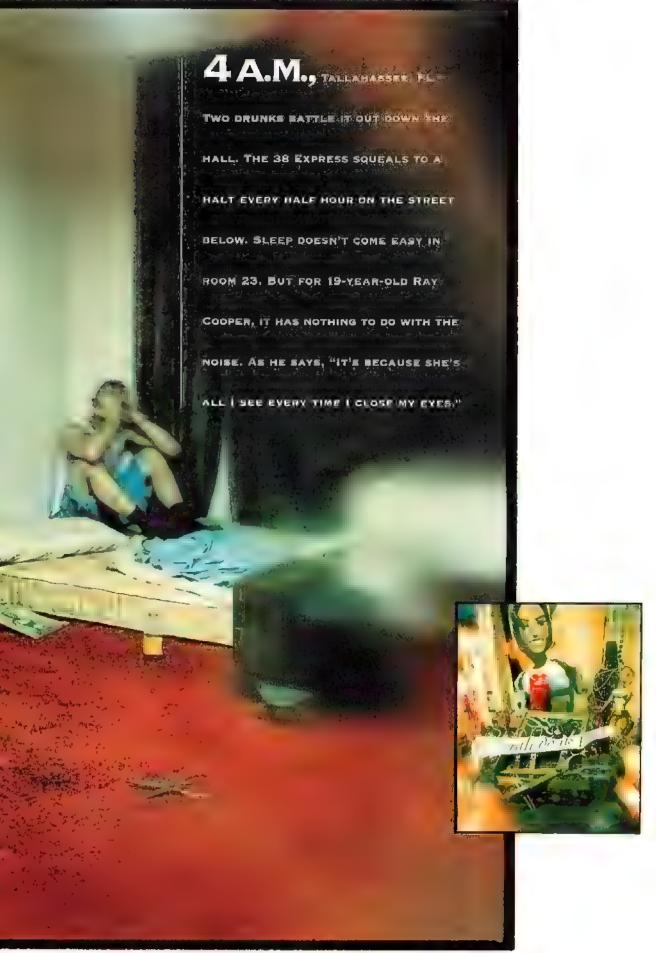
on the evil priestess whos done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.





You've been warned





Eidos Interactive, Tomb Raider, Lara Croft and her likeness are trademarks of Eidos, Plc @1997 Eidos,
CIRCLE READER SERVICE #278

Princl inte

· · · · · · · · · · · · · · · · · · ·	1
10th Planet Belhesda	11/97
Aces: X-Fighters Sierra	Xmas 97
AH-640 Longbow 2.0 Jane's Combat Sims	
Anachronox Ion Storm	late 98
Asheron's Call Turbing/Microsoft Baldur's Gate Bioware/Interplay	early 98 Winter 97
Banshee 3DIX	Fall 97
Black Dahlia Take 2	10/97
Blade Runner Westwood	11/97
Challenge # 2 Smart Games	10/97
Close Combat II Microsoli	11/97
Confirmed Kill Eides Curse of Monkey Island LucasAns	Fai. 97
Dalkatana Ion Storm	11/97
Deeg Six Virgin	Spring 98
Earthslege 3 Sierra	11/97
East Front TalonSoft	Fai 97
Epic Warhammer 40K: Redemption SS	Xmas 97
European Alr War MicroProse	Xmas 97
F-22 Raptor NovaLogic Falcon 4.0 MicroProse	Xmas 97 Early 98
Fighter Squadron Activision	.1/97
Final Fantasy VII Squaresoll	Farly 98
Flight Unlimited II Looking Giass	Fall 97
FPS Football 08 Sierra	11/97
Guardians: Agents of Justice MicroProse	
Guardians of Destiny Westwood Half-Life Sierraf/Jaive	Fall 97 1097
Heavy Goar Activision	Fall 97
IA-10 Warthog interactive Magic	Early 98
Into1740 3D Chip niel	Xmas 97
Interstate '77 Activision	Fall 97
Jack Nicklaus Online Accorade	Fall 97
Jane's F-15 E Adana s	Early 98 10/97
Joint Strike Fighter Eidos King's Quest: Mask of Eternity Siema	12/97
Longbow 2.0 EA/Jane's	Fall 97
M-1 Tank Platoon II MicroProse	Mid 98
Madden NFL 96 EA Sports	Early 98
MechWarrior III MicroProse/CASA	Mid 98
MEG Alloy Empire	10/97 Winter 97
Might & Magic VI New World/3DO Myth Bungio	Winter 97
NHL 98 EA Sports	11/97
Panzer General II SSI	11/97
Populous III EA/Bullfrog	Fall 97
Prey Apagee/3D Realms	Spring 98
Quake II (I/Activision	11/97
Quest For Glory V Sierra Redguard Beinesda	Late 97
Return to Krandor 7th Level	Early 98
Screamin' Demons Activision	11/97
Skles SegsSoft	Mid 98
Siege Sir-Tech	Winter 97
SimCity 3000 Maxis Sin Activision	Xmas 97 Farly 98
SODA Off-Road Racing Papyrus	Fall 97
StarCraft Buzzard	10/97
Starship Tilanic Simon & Schuster	10/97
Su-27 Flanker 2.0 SSI	Winter 97
Tomb Refder II Eidos	11/9/
Trespasser: Jurassic Park DreamWorks Unreal GT Interactive	Winter 97 Pari 97
WarCraft Adventures Bizzard	12/97
Warhammer II; Dark Omen SSI	Winter 97
Wing Commander: Prophecy EA/Ongin	Fall 97
Wizardry VIII Sir Tech	Mid 98
You Don't Know Jack TV Berkeley Syst	10.97
Zork: Grand Inquisitor Activision	Fai 97

GEAR UP YOUR WA

HEAVY GEAR Offers Full Constructability

ne advantage to licensing a pen and paper game universe, as opposed to creating one from whole cloth, is that the pen and paper game has thousands of hours of free playtesting (actual garning done by satisfied customers) behind it. When you implement those rules, along with the inevitable clarifications that occur as gamers identify potential problems in the rule sels, you have confidence that the game will be well play-bal-

anced. You also know what the alicionados of the game universe like and don't like.

Faced with recreating the Heavy Gean universe, Activision quickly recognized that a new computer game would not have the elegance of the HEAVY GEAR rules if it did not feature full constructability. MccriWarrior 2 had some of this with the Mech lab, but it was not nearly as robust and full featured as it would need to be to reflect HEAVY GEAR'S universe. Why? Because Heavy Gear is supposed to reflect Gear technology that is constantly being designed, built, and refined by the denizens of its universe. The BattleTech universe, on the other hand, is made from lostech-scavenged technology that is imitated and evolves much more slowly.

As a result, everything about the gears in HEAVY. GEAR is supposed to be custom zable. The Activision team's goal is to allow you to change powerplants, weaponry, and armor almost transparently by using the click and drag technology of the construction module. Instead of merely retrofitting new weaponry



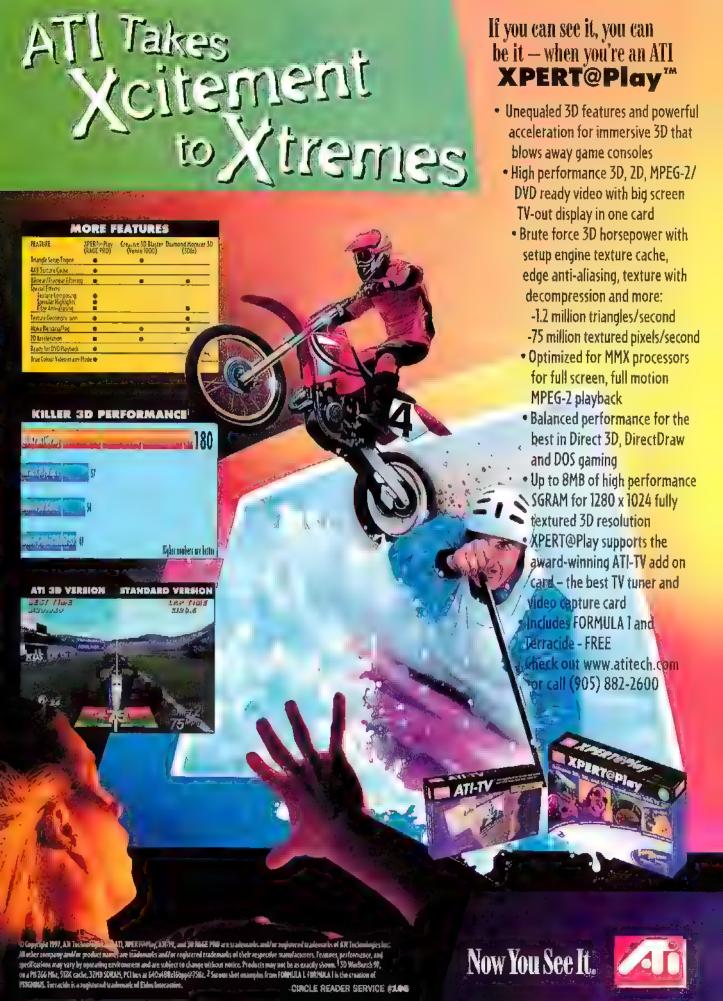
Activision's Heavy Gean Allows you to Construct the Robot of Your Dreams

and armor onto the same old hulks, you'll now have a chance to create your dream killing machine by keeping in mind the trade-offs between speed and power Anything you can build according to the pen and paper rules, you should be able to build in the Activision game.-Johnny Wilson



FOR A MOVIE PRE-VIEW-STYLE LOOK AT HEAVY GEAR, WATCH THE .AVI ON THIS MONTH'S CG-ROM.





Myth Sports A 3D Eng Renders Other Stra



Now you can go hand to hand with the enemy on a smoothly rolling 3D landscape the way you've always imagined. The environment of Myth: The Fallen Lords is so real that every bloody limb, every scattered sword, every unexploded charge tossed by a ground rippling explosion remains a live element ready to be seized and used by or against you. Not limited to a simple overhead view, you'll rotate around the heads of your

troops, follow the arc of a burning arrow and zoom in on the slaughter.

BUNGIE Get an eyeful of stunning detail: reflections in the water, lightning frying the enemy to cinders, smoking craters ringed with the heads of the inept and every ounce of blood remaining on the scarred battlefield.

ne So Advanced It Even egy Games Obsolete.





But don't stare too long. Learn the art of war and the importance of physics as you move fast to seize the high ground where the archers have greater range and pyromaniac dwarves can shower targets with explosives.

Multiplayer games include classic scenarios like King of the Hill and Capture the Flag, and uniquely challenging variants like Assassin and Steal the Bacon, even in teams! Play over the Internet for free using

bungie.net or turn your local network into your own personal war zone.

So call 800-295-0060 or surf to www.bungie.com for the only strategy game where "uphill battle" is more than a figure of speech.

CIRCLE READER SERVICE #264



Target Release Date: November 1997

Developeri Erisemble

Publisher: Microsoft

It's About Time

Realtime Takes a Leap Forward With Migrosoft's Civ-style Strategy Game

by Elliott Chin

ritics often charge that real-time strategy games have no depth, that victory in an RTS comes down to who clicks fastest. I've always thought it comes down to who thinks fastest, a truth that probably huris for all those who fail in real-time wargaming. However, when it comes to the depth of current real time games, there is some truth to the notion that what

we've been playing so far isn't as rich

or complex as turn-based legends like MASTER OF MAGIC and CIVILIZATION (even my favorite real-time game, WARCRAFT II, though incredibly complex, lacks the depth of CiVI. Well, no less than the cocreator of CIVILIZATION, Bruce Shelley, will soon be taking a step toward changing that situation. With his next game, Age of EMPIRES, he and his codesigners at Erisemble Studios are



taking real-time games to a new level of sophistication and complexity.

BEST OF BOTH WORLDS

At its most basic level, Age of EMP RES can be considered a cross between Civilization and WarCraft II. You can play as one of twelve ancient civilizations as you vie for supremacy,

battling it out in frantic
WarCraft-like ferocity or advancing through economy and production, as in Civilization.

The game has an isometric look to it and gorgeously rendered graphics that are similar to Civil's, though sharper and more colorful. However, the units in Assimove with uncarriy realism; the animation for the villagers, troops, and even wildlife in the game are fluid and precise. You'll see wood cutters neft their heavy axes over their heads with mighty effort as they fell large trees, and hunters return to lown weighed down by heavy game cradled in their arms.

The controls are very much like those for WarCrart II, as Age uses a right-click interface for issuing commands. However, like many of the real-time games under development, it offers more flexible user commands, such as saving groups (like in Command & Conquer), having hot keys for buildings and commands, and issuing way points for unit movement.

AGE OF DISCOVERY

Hiken Age to Civilization because of its emphasis on discovery and research. Unlike many real-time games, Age of Empires requires you to advance your civilization through various ages of discovery. You begin in the Stone Age, but can move on to the Tool, the Bronze, and, finally, the Iron Age. Each age offers a new collection of structures to build, weapons and instruments to acquire, technologies to research, and units to train To advance to a succeeding age, your civilization needs to be well established in your current age, with a surplus of food and an economy to support the transition to a new era of growth, in game terms, this means you have to build a certain number of structures and



SMART GAMES Age or Exempts has an intelligence and complexity that's been missing from real-time games thus far You do things that make sense for a growing divilization, like researching, farming, and hunting

accumulate lots of resources before you can "research" the next age.

As in WarCraft II, the gameplay in Age hinges on a single support unit, in WARCRAFT II, it is the peon/peasant. In Agr, it is the villager, whom you use for bunking and foraging food, mining gold and stone, and chopping wood. He is also used to build structures, as well as to provide reconnaissance in the early parts of the game.

BY ANY MEANS NECESSARY

Warfare is indeed a significant part of this game, but Age is distinguished from the realtime crowd in that victory and survival are not ensured by mintary might alone. Many of the upgrades you can research, and many of the technologies you can acquire through your soence, are of economic and industrial value. For instance, you can learn and build a market in the Tool Age, which gives you the ability to learn woodworking, domestication, and stone and gold mining, all of which are economic benefits that Increase resource gathering. You can research the wheel to increase travel speed for troops and villagers, build merchant ships in order to trade with your neighbors, and train priests to convert enemy troops to your side.

My worry when I first played Age of Empires was that the campaign would be open-ended. as was the case with Civil zation and Dead-LOCK. With Civilization, that open-endedness works, because there is so much to do that the game doesn't end too quickly. But with DEADLOCK, ending too quickly is exactly what happens, and gamers complained that the game was simply too limited. Thankfully, Ensemble Studios recognizes that there isn't enough to do in an open-ended game of Age



THE GREAT MARCH in addition to ideal multiplay, Age will have a good single-player component as well, including four well-done campaigns.

to make it enough of a single-player challenge. So, they will include four campaigns in the game. As in WarChaff II, the scenarios in the campaigns will slowly introduce you to the game, with increasingly difficult scenario victory conditions. Once you've graduated from the beginner campaign, you can play the other three campaigns, which provide different sets of challenges. Age of Empires will also have many historical and hypothetical one-shot scenarios

MANY HUMAN EMPIRES

Clearly, the designers put much thought into multiplayer gaming, and Age of EMPIRES shows great potential as a multiplayer product. There is a good balance between what you can and can't do; for example, there isn't so much that games will take forever (as is the case with MOO2), but there is still enough to do that you feel as If you are getting the same intelligence and complexity of gameplay as in Civilization, except in realtime.

You can achieve victory in multiplay simply by conquering your enemies, but you can also win games through religion, exploration, research, or production. Peppered about the gaming map will be Stonehenge-like religious sites. The first civilization to claim all of them on the map, and hold them for a certain amount of time, wins. There are also artifacts in the game that bestow victory upon the first civilization that gains and holds all of them. You can also win by researching all of your technology before everyone else exhausts their research tree, or by being the first to build a Wonder and sustain it for 2,000 years (roughly 2,000 seconds).

As I played Age of Empires, I got a good overview of the gameplay and the direction in which Ensemble Studios is heading. I wasn't able to play against final Al, so I can't comment on how intelligent your troops or the enemy civilization will be in the final version. Ensemble says, though, that your own units will be intelligent enough to look for food and wood on their own if you leave them alone. If the Alijs smarter than the usual paltry fare we get in typical real time games, and if the internet play is seamless and smooth over Microsoft's Internet Gaming Zone, then AGE OF EMPIRES could secure a coveted spot on both the traditional strategy gamer's and real-time fanatic's must-play list. %

The Resource Game

GE OF EMPIRES, like most real-time strategy games, has severa resources for you to harvest. The great thing about Age, unlike the rest of the real-time pack, is that these resources make absolute sense. You're not looking for a fictional ore or water or energy source This is the dawn of civilization, and the resources you have to gather are the same ones that early man had to acquire: food. wood, stone and gold.

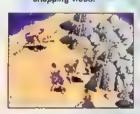
In the first age, you hunt and forage, but if you advance to an age beyond stone, you will gain the ability to build farms, which are a self-replen shing food supply. I thought this dynamic (of hunting and foraging, then learning self-sufficiency) was bril-



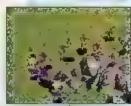
LABOR FORCE The villager to yourcivilization's backbone. whether he's hunting or farming for food



chapping wood.



or mining for stone



liant, because it created the sense that you were following In the footsteps of early man The food is, logically, used for "building" new units

The other resources are wood: which you need to harvest in abundance for buildings in the Stone and Tool Age, stone. which has a like use in the Tool and Bronze Age: and gold. which is a necessity in the Iron Age, since by then man's economy thrives on money and not such barbaric currencies as meat and wood



WHO WANTS SOME WANG?

Shadow Warrior is here. Lo Wang.

- nt lissassin, nt Yakoza abuser,
- #1 freak fragger, #1 Mutant mutilator.
- of reason to be stared of the dark.
- #1 Sou-of-a-Alleb. So say Sayonara to
- all the finja mannabes that have gone

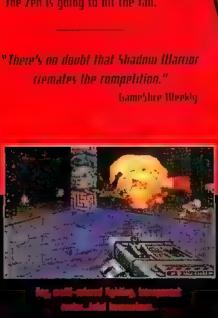
before and put on your combat sandals...

In Illang is roming to the Land of the

Rising Sun to Lorn out the

lights. Shadow Mairior.

The Zen is going to hit the fan.







والتقويف وأراك المتاريخ أأن وماية بالمائه ومناث

Stateding 20 and founds to more those security







FRESH FROM THE CREATORS OF DUKE NUKEM 30



to Wang is Shadow Warrior

GET YOURSELF A SUICE OF THE HETION IN STORES...NOW! or download the shareware at www.shadowwarrior.com









war gi suracive and

Ithadow Wassios™ © 1997 3D Realins Entertainment, inc. Lo Wang and file likeuress are tailornarks of 3D Realins Entertainment, in All rights reserved, Published and distributed by GT interactive Software Cosp. TEN™ and the LEN™ logs are trademarks of the file Network, inc. All other trademarks are the property of their respective companies.

Target Release Date: October 1997

Developer: Visceral Productions

Publisher: Avalon Hill Game Company

Defiant Departure

Avalon Hill's Next Game Will Surprise Longtime Fans

by Thierry Nguyen

y g b w

valon Hill has a long background in making both boardgames and hard-core wargames. Mentioning the company's name conjures up titles like Wooden Ships & IRON MEN, ACHTUNG:

SPITERE, OVER THE REICH, and CAVEWARS. SO what will gamers think when they hear the name DEFIANCE? Is it a hard-core strategy game that entails playing a rebellious state or power? Well, die-hard strategy gamers will be surprised to know that DEFIANCE is not the little of Avaton Hill's next strategy game, it's the title of their next action game. Action fans, take notice.

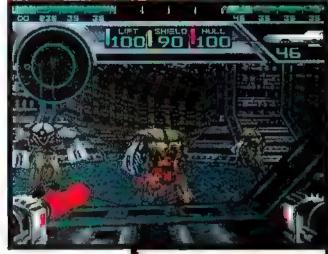
PLOT? WHERE?

DEFIANCE is the first game from the new action division of Avalon Hill: Visceral Productions, it's an attempt to merge the action of Descent with the storyline of Wing Commander. The game starts with you being called to a secret military research center. On arrival, you are told to test a new type of craft

that will revolutionize the way combat is carried out. Sure enough, you're having tun blowing away drones in your LAV 6 Saber ganship, when the base suddenly comes under attack. As you battle hostile biomechanical creatures. you realize that you are probably the only survivor on the base.

Now, the plot could easily end there. Go play with the new toy, kill the aliens, win the game. But Visceral wants to meld the action with a good storyline. So, through various voice-overs and cut-scenes, you learn about a scientist who was working on biomechanical weapons and suffered a funding cut. Is this take of a scientist-gone-postal the cause of the

massive attack? Or is there more?



MOON SHOT These piomechanical creatures will be your main enemies in Departs

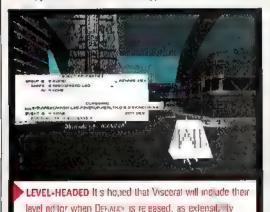
DESCENT INTO DEFIANCE

In terms of actual gameplay,
Defiance is a lot like Descent. You'll
pilot a ship around 3D levels and
blast all sorts of enemies. Unlike
Descent, your ship doesn't naturally
defy gravity, so you will have to use
your lifts and maneuvering jets in
order to access areas higher than
you. The version I played had only
four guns, four types of missiles,
and one level, but Visceral promises
a greater variety of weapons and at

least 13 large levels featuring areas such as canyons and cities.

The graphics of the game look decent, but Visceral says the engine is still in development, and that they plan to have MMX and 3D card support. Whether they go for Direct3D or card-specific support is still up in the air, but as it stands, the beta I played looked only slightly better than Descent II. Hopefully the art for the other levels and the added support will make the game look more contemporary.

So, did Avalon Hill's sudden shift in game development help? That can't be judged until the game ships, but for now, it looks to be a good first entry. If they manage to pull off adding a good story to go along with the decent action, they could have a solid game on their hands. And maybe Avalon Hill will be known for both turn-based hex-filled patience and real-time 3D frenzies. §



would dramatically enhance the game's replay value

heroin
s e m
unfiltered eigs
binge drinking
creamed eorn
one night stands

hell, what's left?



X - COM: APOCALYPSE

the most addictive (and still good for you) "beat the crap out of aliens" strateou game





Avad**able on PC CO-88M. Visit your local** retailer or call. 1-880-595-61MH day or night (included thisba)







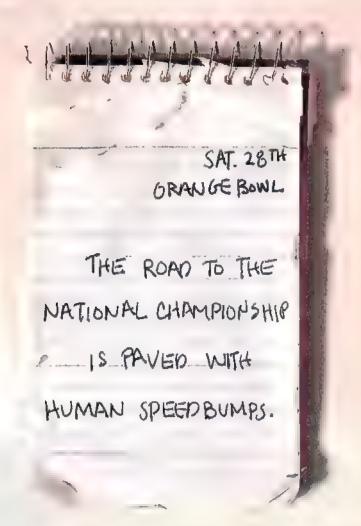




















www.easports.com

To be the undisputed #1, you gotta mow through some serious truffic. Better check the road conditions first.



Target Release Date: October 1997

Developer: Tsunami
Publisher: Activision

Battling Clouds

Activision's Online Game of Sky Warfare Could Be a Real-time Sleeper

by Martin E. Cirulis

elt, Activision must be
I stening to somebody
out there. Their newest
offering to the online
community is squarely
aimed at giving the
wires back to hard

core strategy types—without making them go through the social gymnastics required to keep eight people together through games that fast for 20 hours. NETSTORM may not brow the socks off the action crowd, but it does contain many features that have been a long time coming.

WAR WEATHER

This game takes a few risks in order to be original. The premise is not the usual fantasy fare. Instead of another firefight between Tolkien rejects, NS offers us a chaotic realm without solid fand, where most of our preconceptions are turned upside down and magical priests battle each other using floating islands as their operational bases.

The only island-maneuvering one does is in choosing your opponents online, a process that uses a unique graphic interface, doing away with that endless chat-room jockeying we have been plagued with so far. Once you get down to the ugly business of war, you discover that things are gulte different. In typical realtime gaming base building is a means to unit production. In NETSTORM, though, building is an end in itself, and there are very few movable units in the game at all. Oddly enough, those of you with experience in those old pipe puzzie games will have the greatest initial advantage in NS, as you must build bridges using puzzle pieces to cross the gaps between islands and power sources.

These pieces are also used to set up a support web to place the keys to any successful battle: the 30-odd structures that do everything from collect power to blast your enemies from the skies. Instead of producing units per se, these structures function automatically in both offensive and defensive mode and have to be

> deployed across the skles In almost chesslike fashion in order to engage and destroy your opponents. The object of the game is to protect your own island while laying siege to enemy Islands and blasting opposing high priests senseless. Once you have a high priest para yzed, one of your transport units, the only class of directable mobile units in the game, can be ordered to drag the prisoner back to your island for the grisly victo

ry ceremony. In perhaps the darkest abstraction of research I have seen in a long time, the only way to gain new knowledge, and thus more structures to build, is to sacrifice captured priests to the Storm Furies.

A NEW DAWN

NETSTORM will have a wide variety of innovative online options, including the built-in ability to flag other players as "friends," so you can find them quickly and easily when you link to the server. A sense of attachment will also be included in the game, as your islands will grow along with you in an almost RPG-like way. Lastly, NETSTORM will offer a full singleplayer campaign for sharpening your skills.

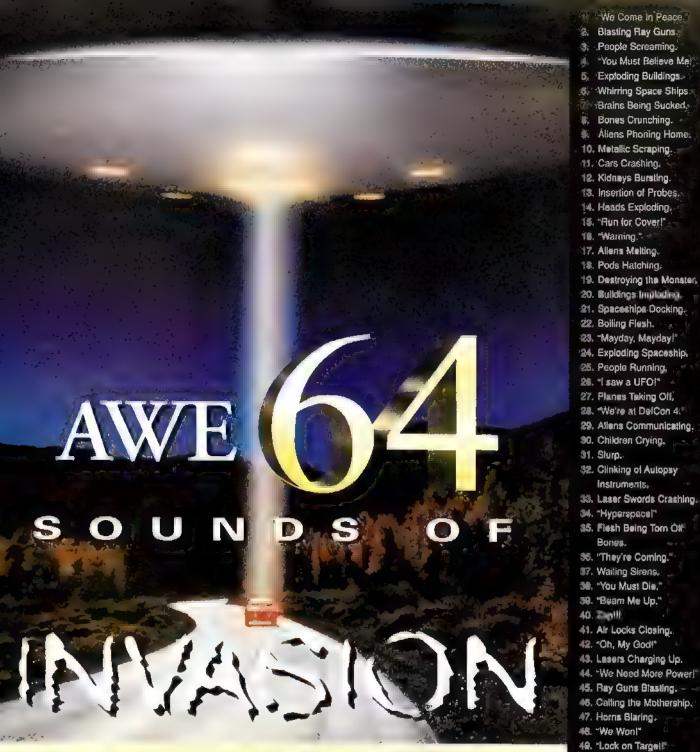


DUELING ISLANDS Rather than requiring micromanagement of units, most of the game's combat involves strategically placing stationary weapons platforms.

While gamers used to fluid games where everything is in motion may have a few initial problems adjusting to the pace of NETSTORM, those with the patience to recognize a deep tactical game when they see one will be glad they put the time into it. It remains to be seen whether NETSTORM can be a truly satisfying single-player game, but it is already easy to see that online gamers may never took at a storm-cloud the same way again.



MAIN MAN The point of NETSTORM is to capture rival priests and take their knowledge by sacrificing them to the gods in a grisly ceremony.



Sound Blaster® AWE64 Value



The latest Sound Blaster technology is ready to invade your multimedia PC. At an out of this world price, \$99.99 (estimated street price), Sound Blaster AWE64 Value is your logical upgrade to high-fidelity audio. Hear every eerie sound with frightening clarity with up to 64 simultaneous voices of Advanced WavEffects" & WaveGuide Synthesis, 512K onboard RAM for SoundFont® samples and high performance, lets you add your own alien sounds. Also

included, the hottest Internet software. To learn more about the Sound Blaster AWE64 Value, contact us at:

www.soundblaster.com/sound/AWE.

get to change without prior nouce. All rights merved.



© Capringht 1997 Cresive Technology Ltd. Sound Plates and the Cresive logo are regulared trademarks and Adonacd Waterform and Cresive Waterform/WCC are trademarks of Carative Technology Ltd. in the Louisel States and/or other towards. Soundfilms is a registered trademark of Fermi Systems, the, in the Usuard States and/or other natures are property of their respective swimers. All specifications are used. CIRCLE READER SERVICE #078

WWW.SOUNDBLASTER, COM

64. "Take Me to Your Leader."

50. Crystals Charging. \$1. Area 51 Guard: "No Admittance."

53. Warning Alarms.

54. Air Locks Opening., 55. "Set to Stun!"

60. Eyeballs Squishing, 61. Spaceships Cloaking.

52. Zap-Zap!

56. "Red Alert!"

57. Shields Up. 58. Warp Speed.

59. "Blast 'em!"

62. Radar Ping.

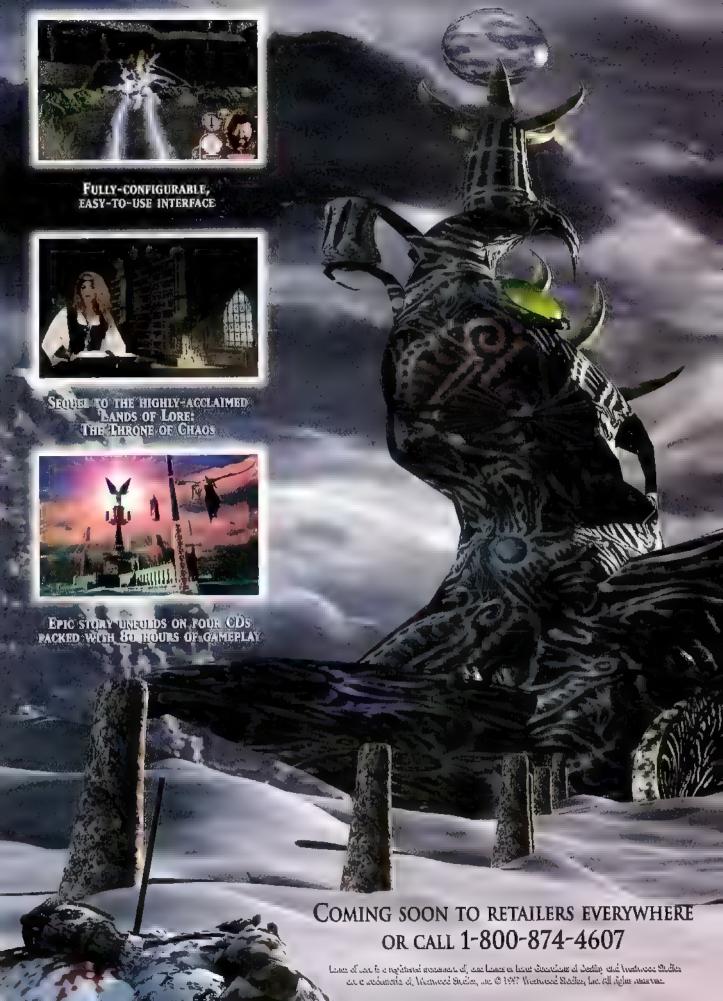
63, "Fire at Will!"

"We Come in Peace." Blasting Ray Guns People Screaming. You Must Belleve Me Exploding Buildings.

*Brains Being Suckeds Bones Crunching. Aliens Phoning Home:

Instruments,

Bones,



WESTWOOD STUDIOS
INTRODUCES THE
MOST FANTASTIC
EXPERIENCE IN THE
HISTORY OF
ROLE PLAYING
GAMES.

LANDS OF LORE
GUARDIANS OF DESTINY



HIGHLY REACTIVE ENVIRONMENT, 19011.



An awesome array of spells and inventory items featured in 15 challenging and enchanting realms



FULL SCREEN 256 COLOR HIGH RESOLUTION GAME BLAY



INCREDIBLE MONSTER AT - THEY FIGHT, HIDE AND SUMMON REINFORCEMENTS

Westwood

www westwood com



Target Release Date: Fall 1997
Developer: Revolution Software Ltd.
Publisher: Virgin Interactive

Smoke and Mirrors

Revolution's New Adventure Has Some Tricks up Its Sleeve

by Thierry Nguyen

rgin was one of the few companies in recent memory to release a traditional graphic adventure in a market dominated by Mystalixes and full-motion-video fider Revolution's Circle of Blood (known as Broken Sword:

Shapow of the Templans in the UK) not only had gorgeous animation and background art, but it also possessed a tight and intriguing story that was filled with irony and historical/mythological accuracy. Broken Sword: The Smoking Mirkor, the next episode in the series, promises an equally compelling story underneath a refined interface.

NOT JUST A SEQUEL

Project Director Charles Cecil insists that the game isn't a mere sequel that just rehashes the old engine and characters but, rather, a new episode that retains certain characters while improving numerous design elements. The interface has been tweaked (many of the icons are now consolidated into one universal icon, similar to what LucasArts did in The Die) and the overall graphic quality of the game is improved. While the new graphic effects such as translucency, shadows, and lighting will need a fast machine with the latest DirectX drivers, the engine will scale itself appropriately in play, so you can still play the game using DirectX 2.0 with 8MB of RAM.

In this episode, familiar characters such as George, Nico, and various supporting cast members (such as André Lobineau and line gendarme in the café in Montfauçon) return, and you'll find the same attention to historical detail and mythic lore. The focus of the first game was the Knights Templar; this time it's the Mayan Indian culture. The plot has George and Nico running around locales like Paris, Marselles, Quaramonte (a fictional South American city), and the Caribbean in order to find artifacts that will prevent the return of

Tezcatlipoda, a vengeful Mayan god who will bring about the apocatypse predicted in Mayan folklore.

MEANWHILE ...

Many elements of the game have been finetuned. Graphic backgrounds are multilayered, giving scenes more visual depth. The amount of dia logue has been halved (while still maintaining the strong story), addressing the criticism that the previous game was entirely too "talkative."

Nico is much more involved in this game. The previous game cast her in a filler role, in which she provided some information, but didn't do much else. Here, not only do you need her help in some of the puzzles, but you actually get to *play* her character. At certain points in the game, you'il switch between playing George and playing Nico. What's interesting is that Nico ends up embarking on the more dangerous quest, while George tooks for pirates in the Caribbean, a nice change from the tireo "guy does macho, danger-filled quest while girl does thinking quest" motif.

Look for more danger and less mindless clicking when solving puzzles in this game. Cecil explained that the team grew tried of the "try every inventory object on every item" type of puzzle, and while puzzles like that exist still, they aren't the focus of the game. Some puzzles are dangerous, in that they require quick thinking in a limited time span, which can result in either victory or death.

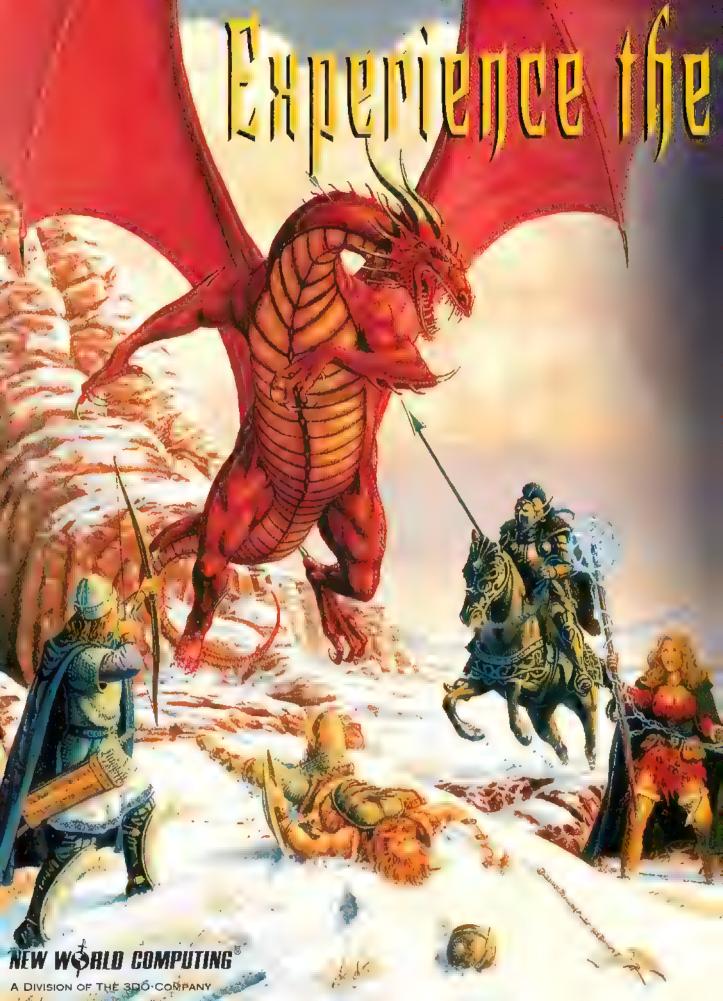
Virgin's next foray into graphic adventure looks quite promising. CIRCLE of Blood was already an excellent game, and BROKEN SWORD: THE SMOKING MIRROR tooks as if it will be one of the better traditional adventure games this year.





FULL MOOK TONIGHT The backpround art this time is even more stunning than in Circus of Blood, with multiple layers that give a better sense of depth and space.





Retirth of a Legent.

HE IRONFIST DYNASTY TOTTERS ON THE BRINK OF DESTRUCTION. EMBARK ON A PERILOUS ADVENTURE TO SAVE PRINCE NIKOWAYS KINGDOM FROM TOTAL RUIN. FROM THE DEPTHS OF THE DEEPEST DUNGEONS TO THE INTRIGUES OF THE ROYAL COURT YOU WILL LEAD A BAND OF ADVENTURERS ON AN AMAZING JOURNEY OF DEPTH AND INTELLIGENCE.



CONTROL YOUR OWN DESTINY IN A NON-LINEAR FANTASY WORLD WHERE NOTHING IS PREORDAINED



CHOOSE WHETHER TO PLAY IN REAL-TIME OR TURN-BASED COMBAT MODE.



ENGAGE IN HUNDREDS OF ENTERTAINING MINI-QUESTS THAT BRANCH OFF FROM THE MAIN BAGA



EXPERIENCE BREATHTAKING 16-BIT, 65,000-COLOR GRAPHICS IN A SMOOTH-SCROLLING, HIGH-RES ENVIRONMENT.

THE MANDATE OF HEAVEN

MOD, ODE, WWW

800-251-9563

Company of the Compan



Target Release Date: September 1997

Developer: Accolade

Publisher: EA

A Legend in the Making

Accolade Brings Gridiron Heroes to Life

by Terry Coleman

Ince Lombard's Green Bay Packers are used to dealing with adversity, from holdouts in training camp to injuries involving key players. But nothing has prepared them for this difficult season

Bewildered by the 49ers' West Coast offense, the Pack suffers three Young-to-Rice TO passes in the first half and loses on opening day at 3Com Park (all the while, Lombardi multers, "I thought we were playing at Candlestick"). After winning a squeaker against Joe Namath's Jets, Green Bay falls to the leatner helmet-clad Chicago Bears, as Red Grange scores 24 points. But this week will be different, says star halfback Paul Hornung, because the cheeseneads will be out in force at the frozen tundra of Lambeau Field for the homecoming game against their most hated rival, the 1950 Cleveland Browns.

A PIGSKIN DREAM COME TRUE

Who says fantasy has to be restricted to overly muscled guys with swords; fairies; and women with improbable cleavage? Sports fans have always argued whether Man o' War could have passed Secretariat down the stretch at Churchil Downs, or whether Muhammad All would last 15 rounds with Rocky Marciano. For football fans, the wide variety of rules and equipment changes over several decades have made it difficult to compare great teams from different eras.

Now, NFL Legends '98 changes all that, as it lets you play the greatest teams of all time in

an action-oriented, but still very realistic, setting. The game focuses on teams from four critical years of professional football:

In 1928, there are no facemasks, and feather helmets are all the rage.

In 1950, the NFL still uses a larger football than that of today, but the ball is now moved in from the sidelines to the interior hash marks.

In 1968, both the AFL and NFL have opened up the passing game, although "bump-and-run" coverage is still allowed.

in 1997, 2 point conversions and kickoffs from the 30-yard line change the game even more.

NFL LEGENDS '98 may be a fantasy, but it's rooted in solid research, which makes it feel far more realistic than other action oriented games such as HARDBALL or NBA LIVE.

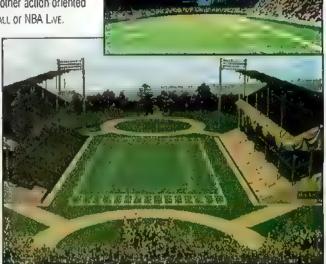
Football, you see, is won and lost in the frenches, and Legends has the best dynamics of offensive-versusdetensive line play vel seen on the computer, A 300pound guard like the Cowboys' Larry Allen will blow smaller players from the 1930s off the ball in the first quarter, just as you'd expect. But since the players from yes-



ALL-TIME MATCHUPS Call me cyn.cal, but I suspect that the Buffato Bills' Super Bowl woes will continue, even when they're playing the Canton Buildogs.

teryear were accustomed to playing nearly every snap on both oftense and defense, their adjusted fatigue levels allow them to run circles around modern athletes as the game clock winds down

The potential player matchups are mindboggling. Who can resist sending Bronko Nagurski into the heart of the 1997 Pittsburgh



 FIELDS OF GREEN From the timeworn grass of Soldier Reld to the Astroturf of Texas Stadium, Legenos gives you a monopoly on historic football fields.

THE POLY HOPE FOR THE FUTURE LIES 3,700 YEARS IN THE PAST.



Your mission: Embark on a journey of discovery paramount to earth's survival.

Your destination: The lost worlds of Shangri-La, El Dorado and Atlantis.

Your vehicle: Legacy of Time, a new CD-ROM adventure coming in December.







www.JourneymanProject3.com

The Journeyman Project and Presto Studios are registered tradessaries of Presto Studios, fac. Laguey of Time and Red Orb Entertainment are tradessaries of Broderbund Software, Inc.

famous Teams Featured in NFL LEGENDS '88"

1968 Green Bay Packers

Mere months removed from their second consecutive Super Bowl win, the mighty Packers are a



team at a crossroads. The nucleus of the team, including Hall-of-Famers Bart Starr. Carroll Date, and Paul Hornung, is past its prime. Can you find the right mix of veterans and rookies to do what even coach Vince Lombardi couldn't--win a third consecutive Super Bowl?

1968 Miami Dolphins

This young, talented group would

become the only undefeated team in NFL history in 1972. The quintessential ball-control team, led



by Bob Griese's passing and the running of Mercury Morris and Larry Csonka, the Dolphins scored the most and gave up the fewest points in the league two years running. Think you can beat Don Shula's timetable for an AFC dynasty by four years? Better work on that No-name Defense.

1950 Los Angeles Rams

Formerly the Cleveland Rams (what is it with teams leaving that locality?), this

team found tremendous success on the West Coast, with attendance floures of more than 80,000



per game. Here you have not one, but two Hall-of-Fame quarterbacks, Bob Waterfield and Norm vari Brocklin. throwing to Crazy Legs Hirsch and Tom Fears. This is one of the great aerial attacks in football history.

1968 Kansas City Chiefs

After having the best record in the AFL duning the regular season, the Chiefs lost in the '68 playoffs, only



to win the Super Bowl the following year. From QB Len Dawson and linebacker

Steelers' defense? Can Troy Aikman's confidence hold up after being intercepted by Dick "Night Train" Lane? Will Barry Sanders frustrate detenders from the fifties just as he does those of the modern era? How well will Bob Griese's famed "computer brain" be able to decipher modern defenses with their connucopia of zone blitzes? Just imagine the numbers that Otto Graham could put up passing from the Runand-Shoot offense....

When you match up teams from different eras, a key consideration is deciding in which era to play. A pampered quarterback from the '90s, for example, won't do you much good on a '30s roster, since you are allowed only 20 players on your entire team and playing both sides of the ball is mandatory. Still, certain modern players, such as the Bills' lightningquick defensive end Bruce Smith, are so talented that they would likely thrive even in the days of Knute Rockne. Whomever you decide to coach, the main limit is your imagination; it's as if you have the entire Pro Football Hall of Farne on your desklop.

BLITZ WITH A BUTTON

The interface is tailor made for a gamepad. If you are using a Gravis pad, your receivers are color-coded according to whether they are the primary, secondary, or tertiary receiver in the pass pattern-an elegant way to simulate the quarterback "checking off" each receiver. Accolade plans to support Direct Input and dalsy-chaining for Microsoft gamepads as well.

Calling audibles at the line of scrimmage is similarly easy, as you can designate up to four different offensive and defensive plays. While

this system racks the infinite versatility of ABC MONDAY NIGHT FOOTBALL, It works well in practice: How many different audibles are you going to call from a given formation, anyway?

Finally, taking a cue from Sierra's venerable FRONT PAGE SPORTS line, NFL LEGENDS '98 SUDports multiple camera angles. You can spin or rotate the camera, adjust the zoom levels and even the tilt-all with a handful of hot keys.

THAT CHAMPIONSHIP SEASON

Right now, the season-long simulation aspects of Legends are at least equal to its competitors. The preseason draft, for example, is tallored to the era in which you are playing. In a big departure from earlier football games, you can trade players for future draft picks, which makes multiseason leagues really competitive. Because the statistical base is really integrated into the game design, season-ending stats have the right feet: In LEGENDS, you don't have superhuman scoring, as opposed to say, NBA Live, where even poor learns routinely score 120 points in a regulation game.

It's hard to imagine who wouldn't enjoy NFL LEGENDS '98, Both console and PC gamers alike will enjoy the blend of fast action and gritty gridiron feel. Those who wish to play Legends just for its realistic aspects will appreciate the coach-only mode, already a cut above recent editions of FPS: Football, in addition to robust solo play, you can suit up your players for gridiron wars against another human coach via modern, serial connection, LAN, or TCP/IP. Fresh and fulfoling, Legends. is one of those rare game designs that transcends its genre. This promises to be not just one of the best sports games of the year, but one of the best games of the year overall %

Willie Lanier to long-range kicker Jan Stenrud, this was not just the best of the old AFL teams, but one of the best ever in pro football.

1932 Chicago Bears

This team is to pro tootball what Babe Ruth's Yankees were to baseball, with almost too many stars to count: Red Grange, Bronko Nagurski, Beattle Feathers (the first documented 1,000-yard rusher)-the list goes on and on. What's really scary is that these guys performed at such a

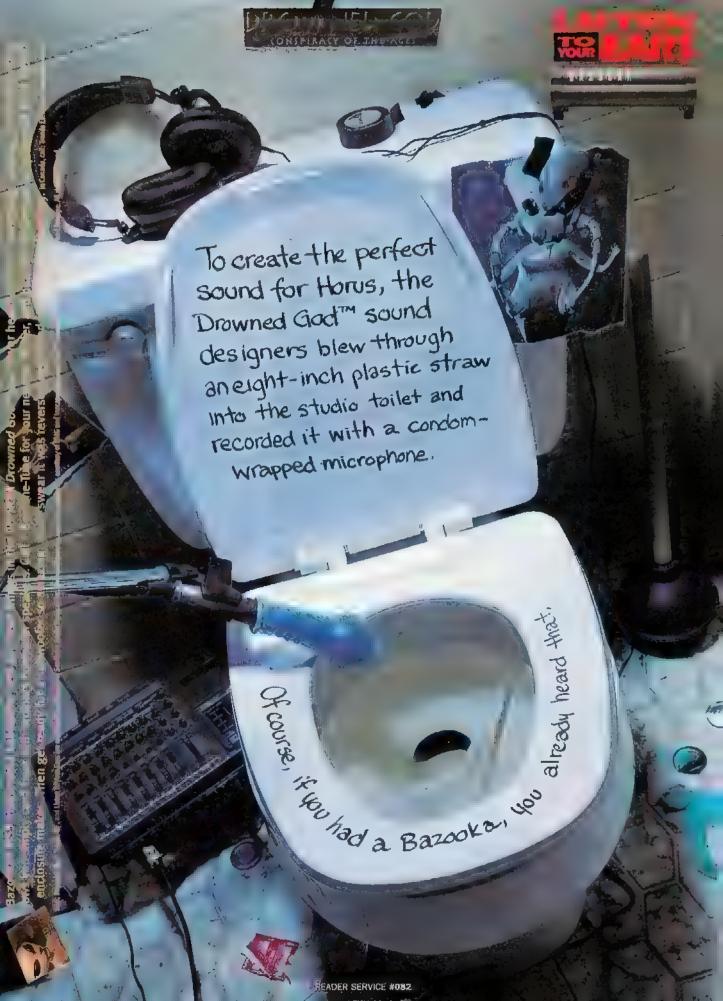
superlative level while playing both offense and

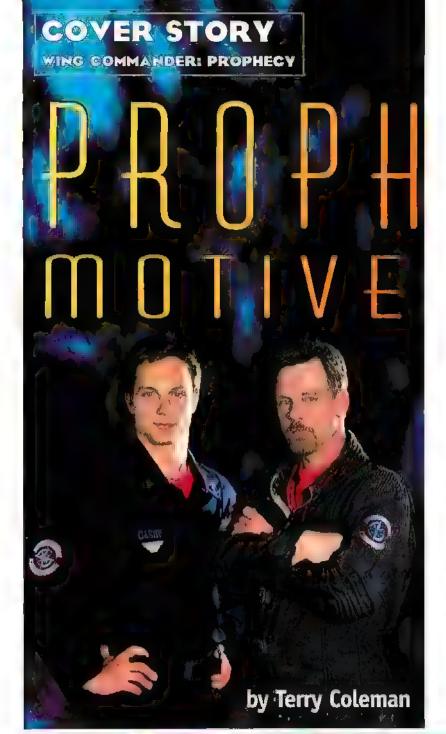
defense. Can you imagine Dan Marino or Emmitt Smith doing that today? 1950 New York Glants

For the entire decade of the tifties, New York had only one losing season and played In three championship games. One of the alltime great running teams, lead by all-purpose back Frank Gifford, the Glants match up bet-

ter versus modern teams than you might think. And their uniforms haven't changed much in a halfcentury, either







ECY

The Fifth Game in the Wing Commander Series Warps Back to Its Action Roots



ING COMMANDER IS the most successful space sim series both commercially and critically—yet created for the PC. Each Wing

Commander game in turn has pushed the available technology to the point that it nearly snapped, and later games in the series form the only "interactive movies" worthy of the name. At least through Wing Commander III, the increasingly multimillion dollar budgets translated directly into enhanced gameplay. And with the advent of DVD, even Wing Commander IV (sometimes called Wing Commander 3 1/2 by gamers disappointed at its use of the same game engine as WC III) has received a new lease on life (see the sidebar on DVD).

Now comes the turning point. Series founder Chris Roberts has gone to form his own company, Digital Anvil. And while Roberts' excesses (especially monetary ones) were often pointed out by his delractors, it's a fair question to ask whether Wing





COMMANDER will be the same without him. Like most questions in the real world, the answer is both yes and no. Wing Commander: Propriecy is not merely the fifth in the tong-running series. It is a game that turns the Wing Commander universe on its Arcturian ear, and in the process, completely reinvents the space simulator genre.

Big Bang Redux

Lead designer Billy Cain, like the rest of the Propriecy team, was respectful of Chris Roberts' accomplishments, but felt it was time for a fresh start. "My background is in action games," Cain says. "I cut my teeth on consoles. Wing Commander was the first game that I really thought just rocked on the computer. When I look back at Wing Commander II, for instance, there was this really cool plotline—a cinematic feel even with the limited technology they had back then—but all the missions were great in and of themselves. What we wanted to do was to take the ideals of Wing Commander I and I and combine that with the cinematics and technology from Wing III and IV."

So, the design tearn took "Gamepiay is number one" as their mantra and designed all of the space Light missions first. They then sat down with the director and producer to hammer out a script to be filmed that would reflect the gameplay—almost the exact opposite of how Wins IV was designed. And, mindful that they have left some gamers behind the technology curve in earlier Wing Commanders,

PROPHECY'S design team is Iryling hard to offer a rich gaming experience on several levels. 3D accelerators are supported through Microsoft's Direct3D API and also have native support for 3DfX (and possibly other cards as well). Those without a 3D card will find that Origin's software engine provides a surprisingly high frame rate, even with more than 65,000 colors and a more than adequate range of

NOT JUST SPACE DUST Astero ds are back with a vengeance in Prophecy and they look even more threatening when viewed with 3D accelerator cards.

shading and textures. Of course, if you have the latest Pentium 233, Prophecy has plenty of bells and whisties to give you maximum bang for the buck; rotating pods on larger ships, tiny particles in explosions, even vapor trails that stop just short of being over-the-top. It's tough to be all things to all gamers, but Prophecy looks to bridge the hardware gap better than most.





"By losing the multiple-choice responses and going to a specific cinematic where what you see is based on how well you perform in the game, we've achieved a certain clarity."

-Adam Foshko, Movie Director



INSIDE THE INNER SANCTUM Director Adam Foshko (left) and Lead Designer Billy Cain work in the Propriecy War Room.

Villains, Knock Off All That Evil!

WING COMMANDER IV suffered from, among other things, a lack of good villains. Thus, the time would seem ripe for a comeback by those bad killies we all ove to hate, the Kilratin. And indeed, it appears that they are poised to return with a vengeance. The Confederation has issued warnings of a fully decked-out Kilrathi battle armada, ready to sail. But on your arrival you discover that the Kilrathi were brutally declawed; the fleet has been destroyed, and all you find are lifeless hulks drifting in space.

Obviously, whatever took out a fully primed Klirathi invasion fleet—leaving no casualties of its own—is something that seriously compromises Confederation security. The game thus begins to unfold in the manner of a taut mystery, as you gather intelligence about your alien foe. What you find (without giving away too many secrets) is a race so terrible that it makes the Klirathi look like household pets.

The design team went to a lot of trouble making the aliens look totally dif-

ferent from any race yet portrayed in the Wing Commander universe, even eliciting the aid of Syd Mead (of Blade Runner lame) as a consultant. The end result is a rich, organic look for the alien ships—sort of a Babylon 5-meets Space Marines motif.

The design involves more than eye candy, however. Owing to their organic design, the alien vessels have special capabilities. Imagine the surprise of a Confederation pilot when the three small allen vessels approaching his squadron suddenly combine into one craft—especially when the newly formed vessel has more firepower than its three constituent parts!

If that isn't enough, try piloting over one of the atlen capital ships. These behemoths require that you take out a ship's systems one at a time—no more

launching a single point-blank torpedo and flying back for the medal ceremony. As a result, you might be required to fly multiple missions to take out one capital ship. The sheer volume of these vessels—some over three kilome-

MORE LIGHTS, MORE SOUND, MORE ACTION Even in this early state, Propriecy shows a lot of improvements over Wind IV. Check out the pivoting engines on the Confederation Vampire (top), the opening octopus arms on the secret Alien vessel (center), and the clean "no cockpit" HUD and muft colored explosion (bottom). And with the Dolby Pro Logic Surround sound, in space they can hear you scream from any angle.



FROPHECH

ters long—has to be seen to be believed. It takes a long time just to fly past one of these monsters. In comparison, the Star Wars Death Star would look like a PT boat in the wake of a battleship.

The Minimalist Approach

Certain Wing COMMANDER tactics have been changed for PROPHECY. You won't have to jump back to the rear and side turrets on your torpedo bomber, because the At takes care of all that now. A lot of your choice as to which fighter to fly has been taken away. This is a step backward, but according to Billy Cain, it's a step back to better gameplay; "It's the Wing I paradigm. If we know what ship you (and your wingman) are in, we can design the mission to take advantage of that. Our goal is to make every mission unique, as alive and vibrant as we can."

Likewise, your ability to choose your wingmen has been curtailed. If you chose to always fly with Maniac, for example, and you had a pivotal scene with another character, you wouldn't have any investment in that character (simply because you would never have gotten around to fiying with him). The result would be a flat scene, some thing the Prophecy team is determined to avoid. They have a point. If you think back, the defining moments of the Wing Commanders have generally occurred when losing a companion, such as when Spirit sacrificed herself in Wing II. It's also justifiable from a gameplay standpoint; since you no longer portray Colonel Blair, you wouldn't have the authority to make personnel decisions.

So, in this new chapter of Wing Commander, you become Casey, the latest hotshot Confed pilot; it's almost like starting back at Wing I. Any lingering feeling of deja vu is limited, however, by the fact that

A Wing Commander Retrospective

the scintillating combat scenes from movies like Star Wars on the computer screen. When those plans fell through, Roberts came up with The War Against the Kilmthi, a grand struggle truly worthy of an epic trilogy. The Wing Commander series began with



bitmapped vessels that look creaty indeed when matched up against the steak vessels of later space-flight games. Even so, gamers braved the MCGA-graphics galaxies in their jaggedly polygonal craft to take on increasingly feroclous feline foes, simply because there wasn't any game remotely like WC. And just as the Confederation scientists added new technological marvels in the game, so did Origin continue to push the hot hardware of the day. The series hyperjumped to true VGA graphics, then:

SVGA graphics, and simply by putting wingman voiceovers in the cockpit, made Sound Blaster into the default technology for "subspace communications" in the gaming universe.



Of technical achievements. The secret of Wing Commander's success is that it was the first action oriented PC game to involve us with the characters. From the "hot washup" scenes in the bar of the Tiger's Claw during Wing Commander, to the elaborately staged film clips of Wing Commander IV, the cut-scenes were truly cinematic (and a welcome break-from wrist-wracking action). The designers made sure that we knew why Vagabond was obsessed with playing cards, or how honor was more than a word to Spirit. As a result, your wingmen felt like characters in an RPG, rather than just another few lines of Al code.

With each new chapter in the Wins Commons in the story became more important. The writers led by science-liction author Ellen Guon, explored such themes as the fine line between heroes and traitors; the effects of a long, drawn-out war, and how the winners always write the final history. By the time of Wins Commons always write the final history. By the time of Wins Commons always write the final history. By the time of Wins Commons always write the final history. By the time of Wins Commons always write the final history. By the time of Wins Commons always with the strength motion picture. Three years later, Wins III is starting to show its age: The Kilrathi often look like angry Muppets, and a few of the bigname actors were visibly uneasy with the interactive format. Even so, Wins III is more than a museum piece, because it was the first—and still is the best—example of that strange hybrid, the interactive movie.



Wing Commander IV: The Price of Freedom is a cinematic extension of Wine III. It's essentially a galactic docudrama, featuring seven CDs packed with full-motion video. The acting is much more assured than that of Wine III, featuring fine performances by Tbm Wilson (Manine) and Mark Hamill (Blair) among others. But while the story itself is quite engaging particularly when exploring the dynamic relationship between war hero Colonel Blair and his mentor, Admics Tolwyn—Freezon lucks the viscent punch of Roberte' earlier work, as the gamepley takes a definite backseat to the film.

When you consider that a very good game such as Winc IV is considered a setback, however minor, it shows just how high expectations are for the next installment. Our bet is that Wing Commander: Propried does such a good job of blending gameplay and cinematics that it will shine as one of the brightest in the.

Wing Commander canon.









"The most fun I've had with WING COMMANDER was bringing my CGW acting award [for WING III] to rehearsal for WING IV. At first, Mark Hamill thought I made it up—then he asked why he didn't win one."

—Tom "Maniac" Wilson



Colonel Blair (once again played by Mark Hamill) is still around. If you can get over the fact that in a previous existence, you were Col. Blair, you'll have fun being virtually young again—although you do have to show the proper here worship to Blair.

Some of the rest of the old gang are still around as well, most notably Tom Wilson, who never gets enough lines as Maniac. (White Origin/EA has no official comment, it's obvious that everyone concerned would love to do the long-

rumored "Mariac Missions" for Wing Commander. It's mainly a matter of time and money.) Ginger Lynn Allen reprises her role as Rachael, after a hiatus during Wing IV. In a nice louch, she gets to actually act this time, instead of just raising the blood pressure of every mare pilot on the carrier.

If let you decide whether Propriety is more or less dramatically effective than its predecessors. But I will say that I was particularly impressed with the performances director Adam Foshko elicited from his actors, especially since most of them had never even played a computer game before. We'll see how well those performances translate into the final product.

The Best Elements of Each

The missions themselves are a connucopia of classic Wing Commander themes, except that there will be special multiplayer missions for internet play. The ever present branching tree is more dynamic than before. Missions now have degrees of success or failure, which give more variety for both the in flight and movile sequences. In addition to the torpedo runs on larger craft, you have both small and medium doglights, which may occur anywhere: The





DOZING ALIEN HORDES Three alien ships move to combine into a larger vessel for attack (topleft). Above, a damaged alien seems to a most bleed blue into a nearby planet's atmosphere. From the asymmetric spines of the Porcupine to the sleek and deadily. Manta (felt), each alien ship displays a unique and eerle organic quality.



FRODELL

designers of PROPHECY are big fans of Wing II, in which you often had to scramble to protect the carrier from surprise attacks, so expect to see those kinds of elements in PROPHECY as well. Then there are escort missions, which are designed to be difficult, as in the Secret Missions disks, plus a few covert operations that we can't tell you about just yet. Finally, it is possible that asteroids—a staple of Wing I and II—will make it back into the line-up for PROPHECY.

What you won't find during the missions are the same old audio and video cues, such as Maniac's annoyingly repetitive dialogue every time you told him to attack in Wins IV. The new engine allows for Dolby Pro Logic sound, which, if you have the right audio equipment, provides dynamic sounds for every object in the environment. Thus, if you are in a battle and an enemy vessel is slightly to the left and behind you, that's where you'll hear it. The constant buzz of radio chatter, zooming ships, and explosions adds tremendously to your perception of the battlefield.

Another big change is in the cinematic sequences. Generally, these happen between missions, but without the interactive "multiple choice" responses of Wing III or IV. What now happens is very much as in Wing II, where the movie clip you see is dependent on what you do in the flight combat sequences. Director Adam Foshko feels that this approach gives the linear portions of the game more punch, since you aren't playing "20 questions" in every scene.

In the end, what's most impressive about PROPHECY is not just the technology, even though the 3D engine beats anything on the market (even without an accelerator card). Neither is it that the movies are more traffly focused, or that the missions are better designed. It's that the team took chances rather than repeat a bestselling formula. They completely dissected what has made Wing Commander the best gaming series to date, kept the best parts, and discarded the rest. The fact that Prophecy will cost much less than Wing IV will doubtless make EA very happy. The fact that this could be the best Wing. COMMANDER ever in terms of gameplay will doubtless make a lot of gamers very happy as well. As for myself, I can't wait to make multiple torpedo runs on one of those mile long alien capital ships, %

Wing Commander Goes DVD

COMMANDER PROPHECY'S producer, Mun Day, 15 an odd son, and not merely because of his Three Musketeers vintage beard. You see, Day has a deep, dark secret: He is also (hold on to your joystick) a serious gamer. Born of two worlds, yet belonging entirely to neither, Day spends his time in Mr Spock-like fashlon, striving to create the killer app that will forever bridge the gap between FMV and traditional games. Small wonder, then, that he has

where he is currently finishing the DVD version of Wing
Commander IV: The Price of
Freedom. This DVD epic will feature the same gameplay as the original, but the movies will lose their compression artifacts, finally becoming truly cinemate wilson (MANIAC)

found a home at Origin.-

In addition to rhapsodizing about the DVD version of Wing Commander IV, Day had planty to say on the subject of FMV games in general: "To me, an FMV game is any that benefits from video, whether it's a postage stamp more (as in Command I) or a full screen treatment. For example, you can click right past the video sequences in Command & Conouer, but why? They really enhance the experience. I can hardly wait for the day when 3D shooters like Quake incorporate video in a similar fashion to draw you even further into the experience."

Day describes DVD as "a technology in search of a home, much like CD-ROM! when it first appeared. At first CDs were seen as a way to avoid putting your game on 12 tloppies; now, of course, they're much more. I expect the same for DVD, once designers learn how to best make use of the new technology."

The conversion of Wing IV to DVD was obvious, according to Day. "You had something with the highest production qualities of any game ever produced. What you see with the DVD version was that all the time and money spent shooting Wing COMMANDER IV.

There's a huge difference between the MPEG-21/4 capability of DVD versus the compression routines: used for earlier versions." -Wing Com-MANDER IV WILL BE aggressively bundled with DVD units. making it a great -"look at what my hot-rodromoulei can do" convirsation piece. Il you haven't yet played Wind

IV, and you're tempted to-

on Jomm film was well apent.

get a DVD player anyway, this gives you a good excuse. If, on the other nand, you are waiting for the one killer anytication before taking the plungs, don't worry-Wins Commander: Prophecy has already been stated for DVD.





All the money spent on Wine IV is a little more justified in the DVD version.

The Barron



ullets riddle your plane, shattering wood and shredding canvas. The sky screams with red tracers, smoke and explosions. And as the Red Baron himself blasts out of the sun's glare... as your palms start to sweat and your pulse races... as you hear the ominous groan of stressed wings the instant before they shatter... you realize that this is much more than just a game. This is a taste of history. And your next move will determine whether you become a legend... or another kill in the Baron's books.

Eight years ago we set the standard for flight simulation with a product so timeless and revolutionary that it has remained unchallenged, antil now

The Baron is Back...

Visit our website and download the original Red Baron™ for free! www.sierra.com/RB2





is south

ver three years in the making, Red Baron II is an epic achievement From gamer directed features to state-of-the art technology, it is the ultimate recreation of the men, machines and experience that marked the birth of aerial combat.



- Dynamix's revolutionary new 3Space 2.0* engine takes a giant leap ahead of the competition with monarched malism in terrain modelling
- User-definable difficulty levels for players of all skill levels.
- Multiplayer doglighting action featuring internet, network and head-to-head modern support.
- Ply single missions for quick action or select Campaign play for a full tour of duty
- Over 40 unique aircraft with 22 flyable planes



- The Dynamic Mission Builder allows plant to completely customize theo message
- Dynamix's revolutionary new ACE And system recreates the skills, tactics and personalities of historical and non-historical and



The Plane Parishop allows players to customize the colors, insignias and look of planes, using either provided patterns or himporting artwork of their own from apportant program.





imes have been tough lately for computer role-playing games. Once the proudest of warriors in all of computer gaming, RPGs came sputtering into the mid-'90s like a group of gasping, wheezing old menriddled with dated engines, hackneyed stories, and flaccid gameplay. While we watched the rest of the industry flourish, magazines such as this one and gamers everywhere began to openly wonder: Is the RPG genre finally on its last legs?

Role-Playing

Get Me

he answer, we're now happy to report, is a resounding no—not by a longshot! You see, a funny thing happened on the way to the old-age home: The RPG managed, somehow, to inject itself with a fresh dose of health and mana, and it's beginning to radiate with life again. Now, as we approach the end of 1997, role-playing games are poised to make a triumphant return to the center of gaming.

What accounts for this great reversal of fortune? We credit three things.

First, the genre is finally catching up with gaming's technological advances of the past few years. RPGs have notoriously long development times, and only now are we beginning to see RPGs featuring things like fast 3D engines, high-resolution color, multiplay, and stereophenic sound.

Second, now that gamers have feasted upon such graphically sturning games as Quake, they're hungering for something a little meatier. You see it happening in the action genre itself, where a number of upcoming titles are beeting themselves up with RPG-style characters and story elements. Instead of being a pariah, the RPG has suddenly become something to emulate.

Third, there's the little matter of a game called Diablo. Yes, Blizzard's megahit boiled the RPG down to its most basic element—durigeon hack-and-stashing—but it did it with such style and addictive gameplay that its value as entertainment was impossible to ignore. (Even the grande dame of role-playing herself, our own Scorpia, recently admitted to the editors how much fun she had with Diablo.)

We can argue endlessly—as the Usenet threads will verify—over whether Diablo was a "real" RPG, but why bother? Just be glad that it made RPGs cool again for gamers. Thanks to this one game, you suddenly have thousands of new gamers who are familiar with concepts such as armor and weapon class, and experience points—and who are now ready for

Roundup

die Val On Your PC!

Game Index

Carrie mock
Might and Magic VI 106
Return to Krondor
Final Fantasy VII
Anachronox 120
Battlespire 124
Forsaken: Thrall of Chaos 388 128
Deep Six
Forgotten Realms:
Baldur's Gate 136
Lands of Lore 2:
Guardians of Destiny 137
Quest for Glory V 140
Dark Earth
Shareware RPGs . 150
Online RPGs 151

Best RPGs of All Time

something deeper. Be glad, too, that the game inspired a number of RPG designers to angrily declare, "That's not an RPG. I'll show you a *real* RPG!" Good. Thank you. We've been waiting. Diablo proved to be the kick in the pants that the genre desperately needed.

Treasure Chest

The payoff for RPG fans is a bounty of new games—the richest in years. Over the next 20 pages, we'll focus on the highlights of what to expect in the coming year. Along with previews of major releases from the Grand Triumverate of RPGs—Ultima, Wizardry, and Might and Magic—we also look at a number of long-delayed projects, as well as at the first PC version of the extraordinary Final Fantasy console series from Japan. We'll point you in the direction of some of the more high-profile online multiplayer games, and focus on two of the more promising shareware RPGs.

But enough talk. Let's adjust our armor, light our torches, and head forth upon our quest. It's time to get medievai!



Might and Magic VI: The Mandate of Heaven

New World Computing's Fabled Franchise Returns for More RPG Magic

our long years have passed since Darkside of Xeen, New World Computing's previous entry in its landmark Might and Magic rote-playing series, and for those of us who love the series, it has seemed like an eternity. For New World Computing, though, those years were anything but quiet, as the company shifted its focus to create two of the greatest strategy games of the past decade—Heroes of Might and Magic I and II. And given the phenomenal success of those games, it's hard to argue with the company's plan.

Now series creator and New World president Jon Van Caneghem is turning his attention back to role-playing with a new game due this November—Micht And Magic VI: The Mandate of Heaven. Those familiar with the previous games, however, should not expect more of the same. Van Caneghem and his team are pushing the series forward technologically to create a Might and Magic unlike anything you've seen yet.





HAZL-MARY MANIVINDOVICES VOLUMED AT ENGLESS SIEGE OF MODE

stars to else, iUniess you we got the proper might and maglo to

phreat this mindaus however you might want to say your prayer.

Paging Roland

MIGHT AND MAGIC VI: THE MANDATE OF HEAVEN lakes place in the same universe as the previous games, but instead of placing us back into the long running storyline of the struggle between Shellhem and Corak, this game moves to another world seeded by the Ancients long ago. This new world happens to be Erroth, the setting—hardly a coincidence—of the two Heroes of Might and Magic strategy games.

As M&M VI opens, you discover that King Roland has mysteriously disappeared, and Erroth has been plunged into chaos. Floods, earthquakes, and an invasion of hellish flying demons are destroying the land, and the people are beginning to wonder if the trouble is a sign that the Ironfist Dynasty has lost the Mandate of Heaven, the divine right to rule. Your main quest is to discover what lies behind the chaos in Erroth and to try to return the land to order.

Along the way, you'll participate in dozens of nontinear sidequests and tearn more about the Ancients' struggle—the oberstory behind the whole Might and Magic series. What's more, New World tells us you'll be preparing yourself for Heroes of Might and Magic III, which the company says will weave into the M&M VI storyline. (Heroes III is as yet unannounced—so calm down for now.)

Face Lift

New World has completely revamped the character cre ation and spell systems for M&M VI. Instead of randomly rolling stats, as in the previous games, you can customize your characters with the new allocat-

ed point system. You'll be able to choose the class and initial secondary skills of each member of your party (composed of four characters, down from the previous games' six) and then increase the stals for each character from a pool of points. As Van Caneghem puts It, "You can make [for example] a really strong but really dumb fighter, if you like, or create a very well balanced thief."

For the new spel- system, New World has eliminated the need to collect gems for spell casting, and has gone instead with a straight spell-point system. The new spell system comprises nine categories of magic, ranging from elemental to spiritual magic. Different character classes will be able to use different kinds of magic. Spells will overlap somewhat, so that if a quest requires a specific spell, gamers will have access to it no matter what character types make up their party.







TRAIN IN VAIN You'll be able to get buil at the game's various training grounds, as long as you have the expension ence points to pay HELLO DOWN THERE MAM VI leatures at smooth-scrolling 3D engine that will let you move in all directions, including, at times, straight up into the air.

Graphically, M&M VI represents a quantum leap over the previous games, with a brandnew 3D engine that will provide smooth-scrolling (as opposed to tile-based scrolling), 360-degree movement throughout the fantasy world. The world itself is a vivid hi-res, 3D environment (though New World promises that a 3D accelerator won't be needed to play the game).

The biggest news, for some tans, will be the addition of real-time combal—which will coexist with the game's traditional turn based model, Why did New World go this way? According to Van Caneghem, it's because of the new engine's capability for smooth-scrolling movement. "It didn't make sense to force turn based movement, hence turn-based combal, on the player," he says, "We're giving gamers the option to play in either mode, whichever best suits their style of play."

In keeping with the real-time model, New World stresses that M&M Vt will be a living, changing world as you play. Events won't always be triggered by your actions, and the game's dozens of NPCs will often follow their own agendas through the world. In addition, locations will not remain static as you continue to play. For example, if you hack and slash a group of monsters in a forest and then move on, you might come back later to find it reinhabited by another group of monsters.

Red Eye

Fans of New World's MIGHT AND MAGIC games (both the strategy and RPG titles) know that the company always manages to infuse the series with that mysterious X factor—that addictive ingredient that makes you play the game right after night until your eyes hurt. Based on what we've seen so far of MIGHT AND MAGIC VI, you may want to start catching up on your sleep now. They just may have done it again. —Jelf Green

Jon Van Caneghem: The Hero of MIGHT AND MACK

on Van Canoghem has headed the Micur with Made kanchise ever since Micur with Micur with In 1966 (his lits) computer game), which he designed and programmed almost entirely by himself. Van Caneghem was gracious enough to take a break from the hectic schedule of the new game to answer a few questions. CRM: As someone who has been developing computer RPGs for more than a decade, you've seen the genre's popularity ebb and flow. For the past few years, everybody has been saying that the genre was near-dead, but now it seems to be on the rise again. Any theories as to why it's making a comeback?

Van Caneghem: Rumors of the death of CRPGs have been greatly exaggerated! The product development.

cycles of CRPGs are typically much longer than that of the standard run-'n'-gun games that have been so popular in recent years. With the hardware advancing at such a stanggering rate, it just didn't make sense—linancially—for most companies to swest resources into the genre. However, the gaming audience is looking for products with more "meat" in them now, a hunger that 30 shoots and pseudo-RPGs can't satisfy.

CGW: Have you played any of the newer RPGs, like

Divide the pour played any of the news HP-os, like Divide and Divide and Divide and Divide and Divide and Them?

Van Camegham: Yes, I have Both give a prefly good gaming experience for what they are. However, Divide is an action game disguised as an RPG, and Divide News at time RPG saddled with 1994 technology.

COW: What other games are you into these days?
Van Cannaghom: Lately I've been fiddling with
Dungeon Keeper and Bernaval in Antara, but my time in
really dedicated to Micht and Magic VI development.
COW: In the beginning, you did all the work yourself.
How much of Might and Magic VI are you directly
involved in?

Vam Caneghem: I'm still involved in virtually all aspects of game development. There's everything from designing the interface, maps, and quests to overseeing and directing the artwork, storyline, and overall look and feel of the game. The buck stops here.

CGW: Do you still enjoy getting your hands dirty with development, design, and coding?

Van Caneghem: Yes! That's where the lun of this job is.



Dominate the 3D universe with Voodoo acceleration. 3Dfx Interactive delivers the fastest-amazingly fluid 3D ever. The eye-searing graphics and killer special effects in your game arsenal will now run at blazing speed.

"Reigning Champion" - boot/July 1997

Voodoo Boards - Canopus Pure 3D, Diamond Monster 3D, Guillemot Gamer 3D, Hercules Stingray 128/3D, Intergraph Intense 3D Voodoo, Jazz Multimedia Adrenaline Rush 3D, Orchid Righteous 3D, RealVision Flash 3D, Techworks Power3D and more

> Hardware Achievement of the Year - Computer Gaming World 1997 Premier Awards "For overall no-holds-barred blistering 3D performance...- Diamond's Monster 3D and Orchid's Righteous 3D."

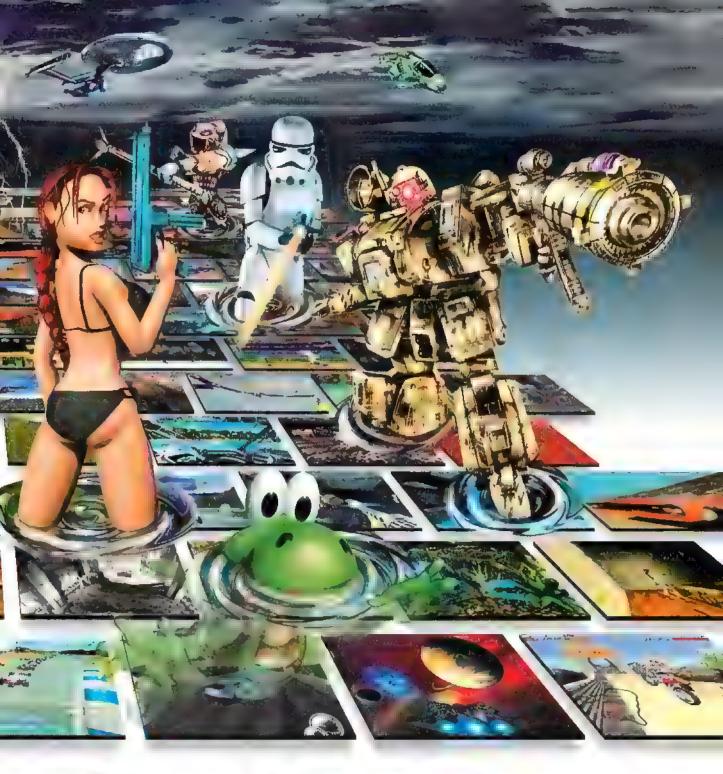
Best Hardware. Best Software.

Combining exceptional software development with awesome Voodoo acceleration for an unmatchable, jaw-dropping experience:

Electronic Arts, Activision, Sierra On Line, Interplay Productions. GT Interactive, Eidos Interactive, Psygnosis, Acclaim Entertainment Lucas Arts, Microsoft Games, Virgin Interactive Entertainment, Microprose, Sega Entertainment, SegaSoft, Interactive Magic, Westwood Studios, Playmates Interactive Entertainment, Hasbro Interactive, MGM Interactive, Midway Games, Atari Games, UbiSof Gremlin Interactive, Bethesda Softworks, Criterion Studios, Mindscap Accolade, Crystal Dynamics, Fox Interactive, Red Storm and more.

Look for the 3Dfx Interactive logo and see for yourself.

Copyright © 1997 3Dfx Interactive, Inc. The 3Dfx Interactive logo and Voodoo Graphics are trademarks of 3Dfx Interactive Inc. mages courtesy of Eldos, Activision and id software, Lucas Arts. Interplay Productions, Epic software, Starflest Academy images are trademarks of Interplay Productions © 1997 Interplay Productions. MotoRacer and Longbow. 2 images are trademarks of Electronic Arts © 1997 Electronic Arts. G-Police images are Interactive. Turok images are trademarks of Acciaim Entertainment © 1997 Acciaim Entertainment. Heavy Gear^{ths} © 1997 Oream Pod 9. Inc. and Target Games. AB. Based on the Heavy Gear^{ths} Universe created and owned by



Get Woodoo.



Megaliamos Psygnosis, Electronic Arts. Fox. Interactive, and Acclaim Enfertainment. Temb Raider, Lara Croft and her tikeness are trademalks of 6° 1997 Edos. Quaké 2 intages are trademarks of id software © 1997 id trademarks of Psygnosis. 3eti. Knight. Dark Forces, images are trademarks of Lucay Arts Enfertainment. Croc images are trademarks of Fox Interactive © 1997 Fox. Dream Pod 9. Inc. Activision is a registered trademark of Activision inc. © 1997 Activision. All rights reserved. All other trademarks and trade marks are the properties of their respective owners. Invividual Com-

As a cader you have the chance to train at the Academy.

As a pilot you have the chance to battle hostile enemies.

As a captain you have the chance to establish an alliance with

aliens you don't really trust in order to save the universe.

Obviously, this is not a game of chance.

The Great Intergalactic War has left the Galaxy in chaos. And a steadily increasing barrage of attacks in Human ships leaves you with only one ghoice. You must set out on a
series of covert missions to defeat the enemy. Everything you do, every enemy you will
or let get away, every decision you make will have an effect on the ever-changing plot.

For PC CD-ROM. Available late September. To purchase Forced Alliance visit your local software retailer, or call 1-888-797-5867. Download ble demo available at www.ripcordgames.com





Return to Krondor

Raymond Feist Makes a Triumphant Return in the Long-Awaited sequel

n 1993, Sierra On-Line released Betrayal.

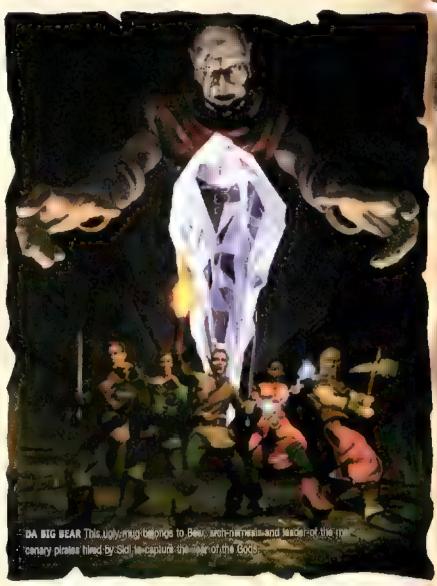
At Krondon, the first RPG based on
Raymond E. Feist's *Riitwar* saga. It subsequently went on to win both *CGW*'s
Premier Award for CRPG of the Year and a place in the Hall of Fame, mainly due to the fact that Feist actually helped in the writing and design of the game.

Subsequently, though, there was a fallout between Feist and Sierra On-line, and Feist moved his services over to 7th Level, while Sierra continued work with their own RPG based on the Krondor engine, the recently released Betrayal in Antara. Now, after a couple years of work, Feist and 7th Level are preparing to release Return to Krondor, the true sequel to Betrayal at Krondor.

Dig It

RETURN TO KRONDOR takes place about a year after Betraval at Krondor. Prince Arutha still rules over the city of Krondor, Pug is still the master Magician at Stardock, and James, though now a Seigneur, is still up to his roguish activities. This time though, the game doesn't start with a mere "escort service" plot setup, as in Betraval at Krondor. Instead, we begin with a treasure hunt.





A priceless artifact, the Tear of the Gods, is lost at sea, it was being transported by members of the Temple of Ishap (the prime god in Midkemia) when they were attacked by pirates working for a mad sorcerer named Sidi who, for reasons unknown, wants the relic. Unfortunately, the ship containing the Tear accidentally sunk, leaving the Tear at the bottom of the sea. The initiat, overall quest is to simply find a way to recover the Tear from the ocean floor. But in the process of recovering the Tear, the player charac-

ters are drawn into a massive, three-way conflict for the Tear, and end up fighting an evil that may even be older than the gods of Midkemia (the Valheru perhaps?).

This time, you'll be playing five characters, of whom only one was from the previous game. Of the characters we've seen in the books, you'lf be portraying James (one of the more popular characters in *Riltwar*), and William, the Knight-Marshal of Krondor and son of Pug the Magician. The three other player characters will

Get Maniaval Confort 20

be new ones made for the game: Jazhara, the Keshian sorceress (from an exotic, Middle Eastern-style empire); Solon, warrior-priest brother of the Temple of Ishap; and Kendaric, a reluctant.Midkemian wizard.

The game is separated into 10 chapters with an overall goal. As in the previous game, each chapter has one main "quest" you must fulfill In order to move the story along, but you are free to do just about anything you want until you finish that main quest. Within these chap ters, white different party members come and go, none will leave permanently, unlike in BETRAYAL AT KRONDOR.

A Whole New World

Since Sierra retains the rights to the original BETRAYAL AT KRONDOR engine, 7th Level went ahead and created a new one for its game. Rather than go with the first-person perspective in the first game, they went completely thirdperson. And if their Ideas for this engine actually come through, it will be immensely better than its predecessor.

When traveling large distances around the game world, the overview map is used, but when the player reaches a specific place of interest, it switches to the third-person view where you navigate the area with the cursor.

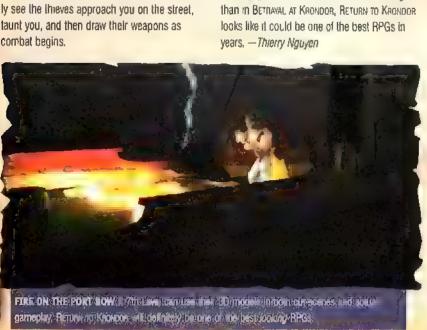
Combat is still turn-based, and is seamlessly integrated into the game's action, instead of walking down a street and seeing the words "you encounter a gang of thieves," you'll actually see the thieves approach you on the street. taunt you, and then draw their weapons as combat begins.

Compat uses the same rules as the original Midkemia role playing pencil and paper game (on which the books are based). While fighting, a wide variety of activities are possible. Characters can fiddle with their inventory, defend one another, cast spells, and even interact with the environment. One example would be a prison break in which the characters can attack the guards, pick the locks, and equip themselves from their fallen enemy, all during combat

Perhaps the coolest feature in RETURN TO Knowoon is the use of animated 3D models for characters. 7th Level is hard at work creating well animated models that will be placed on top of beautifully rendered background art. The use of these models allows for minute details that enhance the overall atmosphere. During dialogue, for example, characters will scratch their heads in puzzlement, shake their fists in anger, or helpfully point you in the right direction; while during combat, wizards will make the necessary hand motions when casting spells

RETURN TO KRONDOR also includes such features as an Alchemy Lab, where you craft your own potions, and lock picking, which lavolves solving an actual lock-oriented puzzle (as opposed to the simple "use lockpicking skill" found in most RPGs). Features like true line-ofsight, shadows, and lighting round out the game.

With Raymond Felst adding his writing savvy and being even more involved with the design looks like it could be one of the best RPGs in



Riftwar Reading Rainbow hile not absolutely necessary, it. would be a good idea to read Feist's Rillwar novels before playing Return to Kronoor Here's a recap of the important details of the Riltwar saga. Maniofan: The ubernoverol the saga, this novel was subsequently split into two separate ones (Apprentice and Master). due to its sheer size. This introduced the master magician Pug and gave many details on the Midkemian universe, such as the Tsurani, the Valheru, and magic in general. Silveribuere. Trib book uniteduced the villan Murmandamus, as he sets at plot to assassinate Princes Arutha, Here, Arutha's bride to be, Anita, took an arrow meant for him-ang arrow tipped with the rare poisons cure and gain more information about

Silverthorn. Arutha then sets out to find a Murmandamus. This novel developed the character of boy thief Jimmy the Harid, one of the reasons the book was so popular: A Darkness at Sethanon: The final

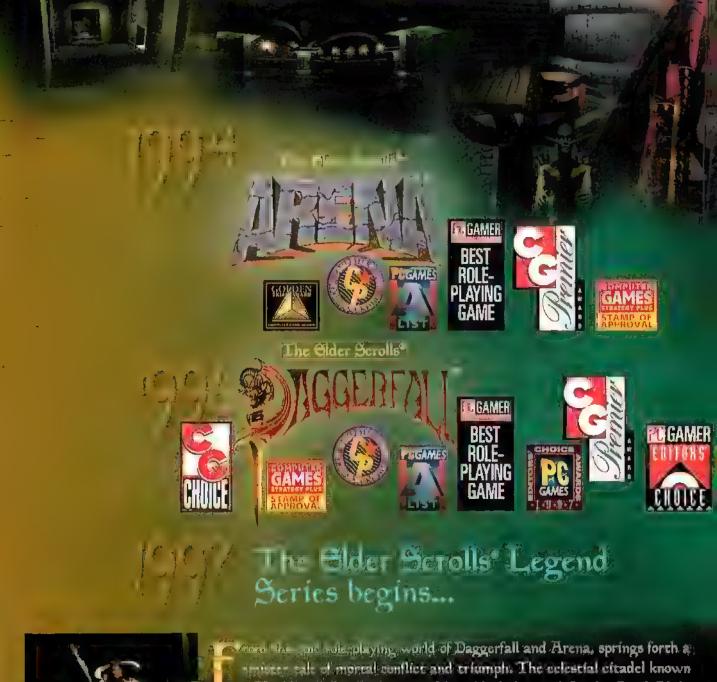
chapter in the Riftwar, this brings back all of the main characters of the Rillwar together as Murmandamus marches to Sethanon in order

to kill Prince Arutha and free the Valheru from the Litestone:

You should also play the first game based in on the series:

KRONDOR: In the prequel: to the new game, the flag of Murmandamus is: raised again, and Gorain,

a moredhel clan-leader, goes to warn: 🐇 Arutha. But, things get twisted and the true enemy is found and thwarted before disturbing the Lifestone againg



The more playing world of Daggerfall and Arena, springs forth a more of all of more of conflict and triumph. The celestial citadel known as Battlespire has been ravaged by a black-hearted Daedra Lord. If this dark Lord and his minions can brush aside an entire defending garrison of the empire's Battlemages how can you, a solitary here, stand against them?

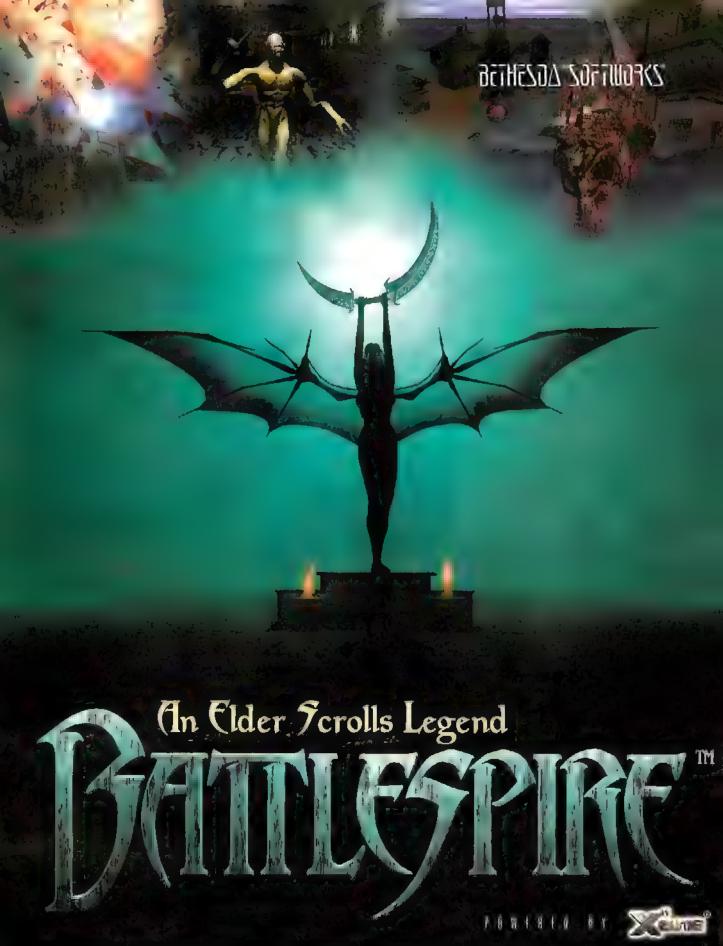
Greate your character with the proven

tigate contings werem based on the Daggerfall game system. It gives

when with comple and then betray your enemies. Mete out justice to work and type Battle flends so cumning they smell your blood, much work leadings, and track you like prey



- Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeons to towering castles, all rendered in splendid hi-res & hi-rolor.
- Wage war in multi-player model Team vs. computer, team vs. team or the ultimate Deathmatch via IPX or Internet.



1370 Piccard Drive . Rockville, MD 20850 . BBS 301.990:7552 . East 301.926.8000 . Theorine http://www.bethsoft.com
Arena—Role Playing Game of the Years Computer Gaming World, Computer Player, Game Machine, Comes Magazine;

Diggerfull—Role Playing Game of the Years Computer Gaming World, PC Conner, PC Games, PC Today, CGOC Spacificht Award

Beilineid Britania Britania Magazine Department Machine Lebender Computer Common Market Revision Department Department Computer Department Computer Department Department Computer Department Department Department Computer Department Departmen

Final Fantasy VII

RPG Fans Can Prepare for an Invasion From the East

series Dragon Warrior (DRAGON QUEST in the U.S.) and Final, Fantasy, Both command huge followings and have spawned television shows and top selling music CDs in Japan. When a game from either series debuts in Japan, it is an event tantamount to a big-budget movie's premiere. For years, PC gamers have wondered and (admit it) scoffed at the success of these two console RPGs. How could a came made for a medium as limited as an 8- or 16-bit cartridge inspire such a following? The answer: It's the storytelling and the characters. But don't take our word for it. You'll be able to see for yourselves when FINAL FANTASY Vil comes to the PC in early 1998

he console world's equivalents of Might and Magic and ULTIMA are the role-playing

Your First Fantasy

The Final Fantasy series resembles Might and Magic in that the characters and, occasionally, even the worlds, are different in each game. Only the game engine and a few recurring creatures and themes remain the same, and thus allow the name to carry over. So, you can enjoy FFVII without having played the earlier Final Fantasy





SCHEAM THIS HOLD COMMITTER THROUGH THE SALES AVAILABILITY OF BITTERING THE REPORT OF THE PROPERTY OF THE PROPE CINETA CHARACTER THE STATE LOWER THAT HAS CHARACTER A POLICE OF THE CONTRACT O

games. Of the six previous games in the series. only three have made it to the United States, FFVII is already out in Japan and should arrive here for the PlayStation on September 7 before making its way to the PC next year.

The story deals with a world crushed under the iron rule of a country-corporation called Shinra. Shinra controls the world's resources and is responsible for siphoning off Makou, the planet's life energy, making all that lies outside of Shinra's domed city lifeless and barren. The freedom-fighting group Avalanche wants to halt Shinra's para salic reign. To that end, Avalanche wages a guerrilla war against the establishment, and the characters you play get involved with both groups, creat ing a plot of betrayal and intrigue.

The three main characters are Cloud Strile, a defector from the Shinra who has joined Avalanche for money, Barret Wallace, the teader of Avalanche, who is on a personal quest to avenge the death of his wife; and Aerith Gainsbourg, a civikan unintentionally drawn into the conflict. Several other characters appear dur ing your ongoing quest including a foulmouthed pitot, a naive female ninja, a beautiful street lighter, and a lost soul who has been cru elly biomechanically altered by the Shinra. As it's a Japanese RPG, Final Fantasy VII also features a few weird and funny player characters that normally wouldn't be seen in American games, including a talking, red tigerlike creature and a strange character duo of an intelligent cat and the veti-like Moogle (a furry, white, magical creature that is a Final Fantasy staple).

Love and War

Each of the characters has a distinct personali ty and his own storyline. Some characters have side stories that only peripherally deal with the game's main plot, while others are inextricably tied to it. Final Fantasy games traditionally have extensive stories for each of their characters, and part of the Final, Faniasy magic is that these stories sometimes have nothing to do with the game. but are simply there to flesh out the character.

Many of the stories merge with the sidequests, which, again, aren't integral to the game but create a sense that you are roaming a world

Get Mediever On John 190

at is real and alive with its own contierns and personalities. In previous Final Fantasy games and in Squaresoft's other major U.S.eleased RPG, CHRONO TRIGGER, some characters get married, some mode with unrequited love or get involved in love triangles. others travel back in time to save a leved one from an accident or confront a parent who abandoned them. The series has always featured storylines with very interesting twists, and a game wouldn't be worthy of the name Final Fantasy if the plot didn't contain at least one betrayal. Brothers turn on brothers, and kings betray their loyal servants. Don't be surprised if friends turn out to be fees in FFVII.

Swords and Sorcery

Through six iterations. Squaresoft has refined the FINAL FANTASY combat engine into an elegant system. Compat isn't realtime, but is played in phased lurns. Every character has a different altack speed, which is measured by a time meter. When the time meter is at full, the character can attack. Once the attack is completed, the meter resets to zero, and the character must wait before he can attack again. Your enemies also have speed meters, and if they are faster, they can attack you while you wait for your

meter to fill. This creates an exciting dynamic that is missing from traditional turn-based combat, but still allows for different strategies of attack that aren't possible in real-time games. Each character has a normal attack, but some have special powers or spellcasting abilities, and all can defend or use items during battle.

Magic has always been a large part of Final.

Fantasy, and FFVII Is no exception. Most of the previous games have had various schools of magic. Traditionally, the three types of magic were Black, White, and Calling Magic, which sould be categorized respectively as attack, healing, and monster-summoning magic. Certain



KNOCK, KNOCK in FFVI), story and one redeement and the most vital particulate page to talk to and places to visit



EN GARDE here is the timeditum compose of F.W. reason which allows you to strategize your attack, but also conveys a real sense of excitement and urgency.

Individuals in the game would be magic-users, or callers, and would have the ability to use these types of magic.

In Final Fantasy VII, these spell conventions are maintained and two new types are added Blue Magic, which is magic you learn from your enemies; and Mysteria Orbs, magic artifacts that draw on Makou and can be used by all characters. The Mysteria Orbs can be attached to weapons to add attack and defense bonuses, worn by characters to boost attributes and defense, and used to cast spells that are normally reserved for a specific character class. The orbs are a vial part of the Final Fantasy.

magic system and can be bought, taken from enemies, or found in your travels. Calling Magic, which has been with Final Fantasy since the early games, is perhaps the most impressive of all the game's magic, as it allows you to summon awesome magical creatures—dragons, gods, and titans to altack your enemies.

Finally, We Wait.

As of this writing, it's not known if Squaresoft has begun the porting process for the PC version. The only real obstacle in the port is the translation of Japanese text, a task that is already under way for the American PlaySlat on version. Squaresoft will bring the game to the Windows 95 platform and currently it is holding to a late first quarter 1998 release date. All inqucalions are that the game will be identical to the PlayStalion version, though a 3D card might be recommended or required to maintain the same level of detail and graphics. However, since the PC version seems to be taking a backseat to the PrayStation version in Squaresoft's U.S. offices, we won't really know more until the PlayStation port has been completed. By then, Squaresoft might be ready to talk more extensively to the PC gaming press, and well be able to bring you more up-to-date infor mation on what could well be the roleplaying event of 1998 -Elliott Chin



MIDGAX The last entime receiving to the Report of the Squareson REC Float, Ferrass VIII which pits the treaton middian of Avalancia against the maley Shina.



FRIDAY, 31 OCTOBER.

Nº.15370

ELASSI

RAVEDIGGER -WANTED-

A man of good character who can dig and fill holes quickly. Must start immediately.

RAVEDIGGER -WANTED-

man of good character who in dig and fill holes quickly. ust start immediately.

RAVEDIGG ER _WANTED-

nam of good character who dig and fill holes quickly.

RAVEDIGGER

NTED-

and fill holes quickly.

liboles quickly.

Your start immediately. RAV EDIGGER -WANTED-

A man of good character who can dig and fill holes quickly. Must start immediately.

RAVEDIGGER

A man of good character who

can dig and fill holes quickly.

RAVEDIGGER

A man of good character who

can dig and fill holes quickly.

Must start immediately.

-WANTED-

RAVEDIGGER

-WANTED-

RAVEDIGGER

-WANTED-

RAVEDIGGER

man of good character who

an dig and full holes quickly.

-WANT ED-

A man of good character who

can dig and fill holes quickly

Must start immediately.

A man of good character who

can dig and fill holes quickly.

Must start immediately.

LWANTED-

Must start immediately,

RAVEDIGGER -WANTED -

A man of good character who can dig and fill holes quickly. Wust start immediately

RAVEDIGGER _WANTED-

A man of good character wh can dig and fill holes quickly Must start immediately

RAVEDIGGER -WANTED 4

A man of good character wh can dig and fill holes quickly Must start immediately.

RAVEDIGGE -WANTED-

A man of good character w can dig and fill holes quickl Must start immediately.

RAVEDIGG WANTED-

A man of good character can dig and fill holes quic Must start immediately.

RAVEDIGG -WANTED-

A man of good character can dig and full holes quic Nust start immediately.

WANTED

start immediately.

good character who r immediately.

characterische



PRICE 7d

EAVEDIGGER

of tood character who a slid ill holes quickly. start immediately.

VANTED-

n of good character who ig and fall holes quickly. t start immediately.

RAVEDIGGER -WANTED-

an of good character who dig and fill holes quickly. st start immediately

RAVEDIGGER - WANTED-

dig and fill holes quickly. st start immediately.

RAVEDIGGER

man of good character who had and fill holes muckly. un start immediately.

-WANTED+

manuel good character who andig and fall holes quickly, Just start immediately.

PAVEDIGGER -WANTED-

man of good character who

A man of good character who can dig and fill holes quickly. Must start immediately.

man of good character who an dig and fill holes quickly Just start immediately.

RAVEDIGGER -WANTED-

manuel good character who an dig and fill holes quickly. Must start immediately.

WANTED-" man of good character who an dig and fill holes quickly. Must start immediately.

PRAVEDIGGER WANTED-

A man of good character who can dig and fill holes quickly, Must start immediately.

RAVEDIGGER

A man of good character who candig and tholes quickly Must start immediately

a manual good character who can the and fill holes quickly. tart immediately.



There are 28 different ways to disembowed monsters, zombies and demons. Find them all in a terrifyingly graphic 5-D environment.



Solve puzzles, find clues, explore 19th-century London as Nadin, a sword-wielding femme fatale, or Ignatius, a noble munk.



Twenty-one blooditiesty beass of destruction and worlding to rip out your little human heart and sond you to bed in the fetal position.



A bloody good time in jelly old London.

COMING SOON FOR WINDOWS 95:

www.nightmare-creatures.com

CIRCLE READER SERVICE #189

Anachronox

Tom Hall Explains His Role-Playing Vision

om Half, one of the legendary founders of id software, has some distinguished action games to his credit, but what he has always wanted to create is a role-playing game. Now, as a member of ION Storm, he is fulfilling his wish, crafting a role-playing game inspired by both his years-long desire and the Squaresoft console RPGs he has grown to love.

The game is called ANACHRONOX, and while it's still early in the game's development cycle (the game won't ship until late 1998), Hall was gracious enough to talk to us about the project

"Anachronox is a 3D role-playing game using the Quake engine. The player controls up to three characters at a time, from an eventual cast of seven, exptoring the galaxy and three different dimensions. Gameplay is exploration of the galaxy, metee with various galactic foes, and discovery of unique weapons and items that aid you in your quest. You can choose different characters and ways of doing things, leading you to a variety of events and areas in the game."

Sender One

Anachronox takes place in the future, when the galaxy has been connected by huge planetary wormholes called Senders, artifacts left by a dead





RAJI'IN Hall won't comment on the exact types of enemies you'll face, but there will be recurring villains among the 190-strong roques' gallery, including this baddle.

atlen race and which are now the hubs of trading and civilization. One particular Sender gives the game its name. "At the center of the universe lies Sender One," says Hall, "and in a time bubble inside the titanic Sender floats the city of Anachronox. Theory has it that Anachronox was once home to millions of quarantined aliens who slowly died of some horrible plague (the name literally means "poison from a previous time"), leaving the city to fall to ruins, only to be taken over by the refuse of the galaxy to become the center of their nefarious dealings."

It is here that your adventure starts, as you assume control of the main character, Sylvester "Sty" Boots, and his partner, Stiletto Anyway. You soon discover that the galaxy is collapsing upon itself and embark on a grand quest to stop this alarming phenomenon

Elementary Characters

Like Final Fantasy, Squaresoft's premier roleplaying franchise, Anachronox will be very character driven. "Each of the characters has a [story] arc, some of which are solved by the end of the game." Hall says, "There's a reason everyone is doing what they are doing, and their agendas are: important to the story and lo what actions they choose and how they go about them," Hall wasn't prepared to reveal all the characters. but he did describe a third: "Grumpos is an old wise man with ridiculous y long hair who studies the Elementor discipline of MysTech (Mysterium Technology]—he is able to actually make new weapons by combining modules called Elements."

This system of combining modules to create unique weapons is one of the more exciting features of ANACHRONOX. "The Elementor weapons system is a whole new way for the average user to explore the game and create things," says Half "Without any programming knowledge, they can combine Elements to make new weapons and make them part of the game." Hall also plans to introduce an Element maker program so that gamers can incorporate custom-made Elements into the game world for experimentation.

Hall's design calls for the game's scope to be truly epic, so you'll be traveling to three dimensions and numerous worlds, and through time, facing hundreds of enemies. Hall feels it's too early to reveal the worlds you'll see and the enemies you'll fight, but we promise to loosen his tips and bring you more information in the months to come.

Other vital information Hall could confirm was that the game will be played in third-person, using the QUAKE II engine. Combat will be real-time, and it will be a single-player game.

Half's ION Storm team is already busy into development, but with myriad worlds and events to craft, Half is very careful not to underestimate the duration of this grand project: He anticipates a late 1998 release. Look for CGW to bring you a full sneak preview as the game progresses. —Elliott Chin

Welcome to the new landscape of War.

CAVEDOG ENTERTAINMENT " PRESENTS...

ANNIHLATION

The New Landscape Of War

In a distant part of the Galaxy, the Core and the Arm continue a thousand year battle over long. Forgotten ideals, destroying everything in their path...

TOTAL ANNIHILATION is a real-time war game featuring true 3D terrain and run-time generated 3D units. Tanks drive up and over hills, tilting and rocking with each bump in the landscape and impact with enemy weapons. Battle on diverse landscapes, including lava worlds, ice planets, desert valleys, alien tundra, towering mountain peaks and vast island-dotted oceans. Build defenses high in the hills for a better view and a better shot. Giant Bertha cannons pound the enemy from across the world. Planes bank and dive in Intense air-to-air combat. Amphibious tanks drive into and dive under water for surprise attacks. Download new reinforcements from the web and swarm the enemy with hundreds of ever evolving units.

TOTAL ANNIHILATION'S 3D landscape is a revolution that demands deeper strategy and generates more realistic game play. Mobilize your forces and experience the new landscape of warl



www.cavedog.com

conjurns Entertatroment, Inte. All dights economic. Combail and Potentialand by Ciscology (Nic. a difficient of Hammingson Entertainment. Int. Distillational by GT Internative Software Chapter. Carveding Entertainment. Int. and Total Amelitation. In Conference on Conference Conference and Total Conference Conferen

§ GT interactive company







An Elder Scrolls Legend: Battlespire

Bethesda Unveils a New Focus in Battlemage Tale

magine that you've been selected for traning as a member of an eitle commando unit,
but discover upon reporting that the "best of
the best of the best" have been slaughtered
by a more powerful enemy. Such is the
setup for AN ELDER SCROLLS LEGEND.

BATTLESPIRE, Bethesda's next installment in
the land of the Elder Scrolls.

This isn't a sequel to THE ELDER SCROLLS:

DAGGERFALL; you can expect THE ELDER SCROLLS:

Morrowind to assume that mantle of epic, freewheeling role-playing in 1998. Rather,

BATTLESPIRE portends a series of Elder Scrolls

Legends—focused games with an emphasis on

combat and action in a story framework in

which you have the opportunity to finish the

game without the massive time commitment

required by Daggerfall.

BATTLESPIRE has the advantage of drawing from the richly defined cuitures and world designed for the larger games without being tied to the style of play and the sometimes disorienting freedom of the massive quests. You already know what Battlemages are because you've encountered them

in various castles around Tamriel, You'll still be able to customize your characters and bu'ld your spells in much the same way vou did in DAGGERFALL You'll a ready know something about the demonic spawn known as the Daedra because you'll have studied



LIGHT MOTIF You'll had the lighting afterts in Harriconnic in his much more impressive than those in earlier Ecosy/Songues games

the lore and language of these diabolical monsters in order to fight and/or use them in previous games. Yet, BATTLESPIRE will infuse the familiar trappings of Tamriel with better graphics (particularly the new special effects for magic spells), a new combat system (real-time with new weapons and spells), and multi player modes (cooperative play, team play, and deathmatches for LAN, point to point, and internet play)

Within the background story, the eponymous Battlespire is a dimension created by the Emperor's Elite Guard, the Battlemages, as the ultimate testing and training ground for the elite corps. The dimension consists of a variety of battlefields: dungeons, which allow the designers to exploit their lighting effects and plant hasty traps in the shadows, and castles, which allow the revel architects to exploit the 3D engine's ability to handle height and physics. As a new recruit, you arrive at the training facility only to discover that the elite corps has been slaughtered. Being the heroic type, you opt not to do the sensible thing and run away as fast as possible. The challenge you face is



MEET GRINDER BATTLESMRE features diabolical traps that serve as nasty physical logic puzzles.

to get to the bottom of the mystery and right the wrong done to the empire you call home. Since you'll face a literal prince of darkness—a Daedra noble named Prince Mechrunes Dagon—it will take you a while to get to the heart of the situation. You'll need to build up your strength, skill, and sorcery in order to be able to wipe out the Daedra minions and, finally, the uitlimate bad guy, Mechrunes himself, —Johnny L. Wilson



LOS ANGELES NOVEMBER, 2019





Blade Runner © 1982 Blade Runner Partnership. Blade Runner Blade Runner Partnership. © 1997 Blade Runner/Westwood Partners D1997 Westwood Studius. Inc. Westwood Studius is a registered tradamark of Westwood Studius, Inc. Virgin Interprises, Ltd.



THE FIRST REAL-TIME 3D ADVENTURE
COMING NOVEMBER 1997



Westwood

mos boowteew www

Forsaken: Thrall of Chaos

Eidos Takes On the Devil in a New Isometric Action RPG

megahit, it didn't take an archmage to predict that, as with the real-time strategy blitz, other companies would jump on the bandwagon in an attempt to duplicate Blizzard's massive success. One of the first "Diaglo clones" out of the gates will be a fantasy RPG from Eidos, called Forsaken: Thrall of Chaos, Actually, you should take the game's Ille with a grain of salt, because Eidos, in a fine example of marketing wizardry, has changed the name four times in the week we were preparing this article: from Forsaken to Exiled: The FORSAKEN SAGA, to Exopus, to, as we go to press, FORSAKEN: THRALL OF CHAOS. Who knows what it will be called by the time you read this.

nce Diable proved to be a

The Devil Made Them Do It

Developed by Cinematix Studios, makers of the action game Total Maynem, Forsaken is a third-person, Isometric, action RPG, which the designers acknowledge has been consciously inspired by DIABLO. They hope to improve on Diablo, though, by focusing on that game's biggest weakness: the tack of a truly immersive storyline.

Forsaken takes place on the island of Ahkuilon, which is ruled by three brutal Warlords. You play the role of Locke (an homage to Final Fantasy III?), a member of a race of warrior mages who have long been disbanded and exiled from the rest of society. One of the warlords hires you to take revenge upon a cull group on the island that has slain his daughter in a ritual sacrifice. But as you might expect in an RPG, this is just the beginning of the story—and Locke soon discovers that the situation on Ahkuilon is far different than he first realized

At present, Forsaken's most compelling fea ture is its incredible artwork. Canadian artist Den Beauvais, well known for his cover drawings for Dragon magazine, is hand-painting all of the game's prerendered backgrounds. Beauvais's early results show a game with a remarkably tich color palette—with lush greens and blues—an interesting change of pace from the dark look of most recent RPGs.



Unlike Diasto's 2D sprites, Forsaken will use 3D polygonal characters with motion-captured animations (3D acceleration will probably be supported, but not required). These characters (also being designed by Beauvais) will appear on top of the prerendered 2D backgrounds, with 3D collision detection underneath. The game also utilizes real-time lighting effects, including colored lights and changes from day to night—when we saw this running in the beta, it was truly beautiful.

Fantasy Island

Although the entire game takes place on an island, Eidos says there will be some 10 to 12 distinct locations, including cities, forests, underground caverns, and two castles. Conversation with NPCs will be a big part of the game, but there will, of course, be plenty of action. Each character will have spellcasting abilities and five weapon types with three attack styles. The best weapon in your arsenal won't always be the same for every player, but will depend upon how your have developed your character throughout the game. Character advancement will be skill-based, not level-based.

Whether Eidos's first-generation RPG will have the mettle to compete with big franchises like Might and Magic and Ultima remains to be seen. —Jeff Green



Lour empire is flourishing.

Granaries are full. Technology is advancing.

People are prosperous.

What more could you possibly want?



At this point, an army might be useful.





To build a Stone Age tribe into a thriving empire, you can rest easy knowing that you can

never rest easy. Because what takes thousands of years to build can be destroyed in seconds if you don't plan wisely.

In Age of Empires, your challenge is to take one of 12 ancient civilizations (including Egyptian, Yamato, and Greek) from grass hut beginnings to world domi-

mation is 10,000 years of real-time evolution. Which
gives you just enough time to decide whether you want
to conquer everyone else, explore the four corners of the



globe, or accumulate great wealth to achieve

victory. And with a 100-node technology tree,

you can choose your advancements accordingly. For instance, you can research gold mining or commerce











to amass great riches, or ballistics and naval warfare to

strike fear into the hearts of others.

Multi-player capabilities, 40 pre-set

scenarios, lavish campaigns, randomly generated maps, and an expansive scenario editor make it a new challenge each time you play. Add in the rich 3-D graphics where you'll see every flaming arrow, marching phalanx, and charging

war elephant, and the pressure to win becomes downright intense.



But before you think you've got what it takes to

win, make sure you've got the empire to back it up.



Choose your favorite form of world domination.

Deep Six

D.W. Bradley, the Wizard of Wizardry, Returns With a Brand-New RPG

irgin has never been known for its role-playing games, but next year, that's likely to change. For its lirst RPG, tentatively filled DEEP Six, Virgin has at the helm none other than D. W. Bradley, the acclaimed RPG designer, whose most recent work includes Wizardry V, VI, and VII for Sirlech. Although the project is still far off (the release is projected for next spring) and Virgin wishes to keep it mostly under wraps for now, we were able to chat with Bradley long enough to get a sense of the game.

Set in a medieval fantasy world, DEEP Six will be a party based, traditional RPG, in which a group of adventurers sets out on a quest to retrieve an enchanted sword and soon finds itself on a larger mission to help deleat an ultimate evil: the Lord of Death. The game world will be completely 3D and will incorporate mulliple settings, including forests, castles, dungeons, and an ancient temple that has sunk deep beneath the sea

Bradley and his company, Heuristic Park, are designing the game engine from the ground up to Incorporate both single and multiplay (over LANs. and modems). In Deep Six, unlike in Diaglo, you'll





DEMON SEED ITS TO THE TRUE TO THE PROPERTY OF Journeys in Deep Soc.

be able to build your character in single-player mode and bring him or her into a multiplayer game—and vice versa—in the hopes that you li develop a character you really care about.

Most intriguing so far is the designer's take on the old turn based versus real time dilemma. for the game's combat system, "I've talked to a lot of RPGers over the years," Bradley says, "and one of the biggest complaints from some was that they fost a lot of strategic decision-making in real-time combat, and felt like a mechanical monkey clicking the mouse. On the other hand, real time gamers want a continuous world. where things are constantly changing, I needed a new approach that would eliminate the dichotomy between real time and turn based, and would let every user play the way he or she wants to play"

Bradley's solution is to offer the gamer a choice, available at any time-even during combal-between the two modes. Thus, you can move through the game in read me, but if you encounter a particularly tough enemy, you can slow the pace to give yourself some time.

to plan out your moves. Bradley says that the game will be balanced so that neither system has an advantage over the other and so that all gamers, regardless of preference, can get the same essential experience.

Trying to please everyone can be a tricky business, but Bradley says that he and his Heunstic Park learn are "making the game that we, as role playing fans, want to see ourselves." Given the designer's track record, we're going to want to see it too. Look for an in-depth sneak preview of DEEP Six in an apcoming issue of CGW.-Jeff Green



YOU BE THE JUDGE Gamers will have a choice between real-time and kim-based gameplay.

FARADISE LOST







WhatWaroug

Henrietta Emerson Age: 64 Retired

Former charity worker and treasurer of the Wives of Foreign War Veterans. Killed tragically during anti-videogame violence protest rally.

Ronald Wanker

Age: 52

Mental Health Technician

Employed at Paradisc Psychiatric Center for 27 years. Fatally wounded by multiple bullet wounds

Jennie Peters

Age: 17

Paradise High Senior

Majorette in local youth marching band. Death caused by 3rd degree burns inflicted by exploding repairs.



WhatWrong

"Antisocial, psychotic, and completely irresistible."

"It's bloodier than Monolith's BLOOD, and more explosive than id's QUAKE!"

"One of the most powerful game editors we've ever seen in an action game,"

"Sure, sonseless violence id fun. But it's even more fun when it's directed at marching bands."

PARALIJE





AND THEY THOUGHT YOU WERE SUCH A NICE, QUIET BOY.

Welcome to Paradise... Arizona.
They're out to get you... or are they?

Conspiracy or Insanity? It doesn't matter, you don't have time to think, only time to kill, GO POSTAL!!

Blast, main and fire-bomb your way, through 17 unsuspecting locales. But don't get too crasty out herestrategy is key so take advantage of the third-person "premeditated" perspective that lets you see exactly who's cold and who's still able to pull a trigger.

- Brutal shooter/strategy combochallenges you to keep one eye on your target and the other looking over your shoulder at all times.
- Real-rime 5D characters rage against boautifully hand-painted billing fields.
- So frenkin real your victims will actually bog for morey and seream for their lives!
- modem, LAN, or the Internet so you only of State of the Internet so you only so Postal with up to 15 other boath Row candidates,
 - Mass murder opportunities spray protestors, blust marching bands and char-broil ostriches
- Complete Game Editor included: no bull, this is it, the one we used to excele the game. Create and manipulate characters, actions and personalities.

The Genne Recty Senior Wanted and No Cop Elect Dened In Main









The Postal CD-ROM is evailable for PC and Mac.

Get them first at your local retailer, www.gopostal.com, or by celling. 1-868-797-5867 and give them the code: "Solitary Confinement."









Forgotten Realms: Baldur's Gate

Dungeons & Dragons Fans To Enjoy Relief From the AD&D RPG Drought

or years, Dungeons and Dragons fans could turn to their computers for role-playing excursions courtesy of SSI. As the years went by, though, SSI's games lost their magic, and TSR went shopping for a new partner in computer role-playing. It's been several years, but TSR has at last found a new partner, and the first RPG game to come of this liaison could be one of the best in a long white.

Your Adventure Begins

From Bloware, the designer of Shattered Steel, will come the first Forgotten Realms CRPG in several years, to be called Forgotten Realms: Bacdur's Gate. The game, which Interplay will publish, takes place on the Sword Coast of Faerun, after the Avatar crisis of the Forgotten Realms, and chronicles your amnesiac character's quest to discover his or her origin. This personal quest, though, will intersect with a larger quest to halt a dark plan to resurrect a fallen evil that predales the Avatar crisis.

Broware's employees are big Advanced Dungeons and Dragons fans and hope to make Ballour's Gare very story-driven. Sidequests will abound, and the game's mys terious plot will unravel as you visit key locations and talk to NPCs.

The game features a third-person isometric view and will doubtless beg comparison to Blizzard's Diaeto. Like many of the RPGs in this roundup, Balbur's Gate will beast impressive graphics, such as dynamic lighting and 16-bit cofor. There will also be special effects like fog and falling snow.

The combat, surprisingly, is real-time, despite the fact that the AD&D combat system is turn-based. Aside from that, say the designers at Bioware, all the AD&D conventions, including ThacO and die rolls, will be incorpo

DARK TIMES AHEAD BALDUA'S GATS STATES OUT WITH YOU getting to the bottom of trade disputes on the Sword Coast but mustrooms into a darker tale of evil

rated into the combat, although many of them will be invisible to the gamer. What you will see is a fifth-level fighter hitting more frequently than a first-level fighter. For the very seriously reflex-impaired, Bioware plans a pause feature so that you can stop combat, issue orders, and then resume the game

Dungeons and Dragons Returns

Since Baldurs's Gare is an AD&D game, you'll be able to choose from among the many familiar character classes and races to create your onscreen persona. You can play only one character, but his or her makeup can be customized. You can be an elf, dwarf, halfling, tighter, or mage. You can also be a multi- or dual-class character. As a low- to mid-level adventure, Baldurs's Gare will allow character progression to a maximum of sixth level. Sequels will let you import your character and advance to higher levels.

Don't worry about going solo in your quest, though. NPCs will join you and form a parly. You'll be able to control them in battle, but they will also have their own interests and goals. In fact,

some members of your party may fight amongst themselves depending on your and their alignment.

In Bacour's Gate, unlike in previous AD&D CRPGs, alignment will matter. Rather than being forced to adhere to your chosen alignment, you'll be able to have an impact on your alignment through your actions. That alignment will also affect your meetings with NPCs and monsters.

Like any good RPG, Balbur's GATE will feature fols of spells, magic items, and monsters, and Bioware will have the advantage of being able to draw from

the rich AD&D rule books for those things.

Let's hope that the abundant background of the Forgotten Realms universe and the passion of the Bioware team can create an AD&D role playing game that will rival—or even surpass—the old gold-box adventures of years past.

-Elhott Chin



Lands of Lore II: Guardians of Destiny

Westwood's Long-in-Development Sequel Has a Bit of a GoD Complex

eligion in most RPGs follows
either the Christian standard of
"one Supreme Holy One asks
you to fight one Supreme Evil
Lurking Down Below" or the
polytheistic slant of "there are
many gods around the world,
and you help a few of them." Well, the newest
RPG from Westwood Studios has taken a different slant on things, which is just one thing in its
suite of features and improvements.



The Newest TLA: GoD

When you read the basic plottline for LANDS OF LORE II, you'll wonder if the initials for its subfitle, "Guardians of Destiny," are a coincidence or not. For this sequel, Westwood managed to paint a very humorous treatise on gods and creation

Here, we have a story about gods (Ancients) who take a "prime directive" when it comes to creating worlds—that is, they have a pact of non-interference with the worlds they create; allowing them only to observe. One of these Ancients, Belial, decides to fiddle with our world, making one race

his favorite and causing massive wars with lopsided fight ng (his race will always win with his help). The other Ancients have him executed, but before he dies, he creates a Mother Beast that will use the energy of the Ancients to resurrect him.

Unfortunately, all the Ancients leave, and the Mother Beast is dormant for several thousand years.

This is where the original LANDS of Lore, released back in 1994, stepped in. To recap, Scotla was a sorceress who wanted an artifact called "The Nether Mask" that would allow her to change shape and assassinate King Richard of Graystone, Little did we know that she had a son, Luther And when you thwarted her in that earlier game, she tried to magically send the Nether Mask to Luiner. What he got instead was the Nether Mask's ability to shapeshift, but no means of controlling it. Add to that the fact that the Nether Mask was an artifact of the Ancients, meaning its power was enough to resurred Belial. Now that he has the power of the Neiher Mask within him, Lither is caught between Behal's forces (who want to use it to resurrect him) and Gladstone's forces. (who want to defeat Benal on their own terms).

New and Improved

Similar to the first game, you navigate the game world in first person perspective, and combat in real-time. The main differences between the two games is that LANDS OF LORE II looks slightly better, and apparently you only portray one person. Rather than have a party like in the first one, you're on your own in this adventure.



LANDS OR LOUVING White and committee order a particular place of the particular place of the particular partic

Differing itself from traditional role-playing games, LANDS OF LORE II is more plot-driven, which means it plays out a bit like an adventure game. You'll be talking to a lot of NPCs in order to make sense of your predicament and further the plot along.

The coolest part of the game is the curse placed upon you: uncontrollable snapeshifting. Throughout the game, you will have to learn to live with this curse and control it. But until you do, you re doomed to randomly change into either the Beast or the Lizard, and wait for a white until you change back to human. The Beast is mightier but can't use weapons or spells, while the Lizard is more agile and magic-prone, but can't use weapons either. Morphing is random and can create some interesting situations.

LANDS OF LORE II is shaping up to be one of the more interesting RPGs to premiere this year. While the graphics are a bit dated (it is a year late), and it doesn't have earth-shattering new features, the familiarity of the game-world to fans of the previous game and its unique storyline make it one of the more promising titles to help the RPG genre get back into the game.

-Thierry Nguyen

ements: New [Centauri Galaxy]

00P 0082

Rebellion

Combat

Sabotage

Command

Soismic E

Morale



Elemont of Surprise



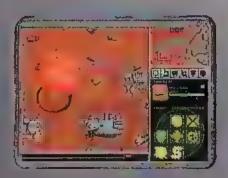
Element of Danger



Element of Destruction



Element of Disaster









Terra>Outpost2

				Science Fiellon . 8 7 1	T M Tastosterons . 0 3 4	AG Almosphere .071
M loaists 3	A L Real-time . O 1 1	A Action 0.900	GAP Codpetition . 302	DS Disaster .0400	Panle Panle .105	T f Terratormlag . 0 4 0 8
12	M G Microba .119	PS Psychosis . 9064	T 1 8 Fusion .5005	Danger .0054	Gy Courage .0202	Vacuum of space 290
g oper 3	Mining Mining .081	Discovery .001	N S Rosearch .032	Dil Desperation .217	BC Balanca	Dil Day and Alight .0 5 5
Element of Gertale Doath			Gy 3, Conspiracy 111	Strategy .1005	Technology Joza	AM Attock 1334



Earth is a distant memory. All that remains is a handful of humans who chose to follow you to the stars. Getting here was the easy part. Now you must battle time, nature and half the human race to save your people from certain annihilation. Survival is just the beginning.



Quest for Glory 5: Dragon Fire

Sierra Returns to Glory With One of Gaming's Oldest RPG Franchises

he original Quest for Glory was an immensely popular role-playing game. It had stals and spells, but it also combined classic Sierra adventure-game elements with intense combat. After the success of the first little, the series arew to encompass three more games, set in various fantasy locales based on the Middle East, Africa, and Transylvania. While the quests, monsters, and environments changed from game to game, the main character and a few nonplayer characters did not. Moreover, an overarching plot was weaved into each game, meaning that a continuity was achieved that compelled you to play each successive title, it's been a long four years, but, at last, the final game in the series is about to debut: Quest for Glory 5: Dragon Fire,

Silmaria, a Mediterranean-type environment.



The kingdom has just lost its ruler to assassination, and monsters prowl the land whilst a great black dragon looms over the horizon. Lori

Cole, the designer of all previous QUEST games, is hinting that this could be the linate of the series, so the story will tie up all loose ends, and gamers will finish the game with a feeling of completion.

Many of the previous games'

NPCs will return for this encore, including Rakeesh the liontaur from Quests 2 and 3, Katrina the vampire from Quest 4, and Erasmus, the wizard who taught you spells in Quest 1. However, as a new game, Quest 5 will thrust you into a whole new environment with its own share of grand new faces. As with other Quest For



Mirough with frequent use. As a thirty you could practice pickpooleding on this dummy.



EN CARDE Comparative occurs in the game world reflect than on a security screen. Roloce, combolives a little jarring, but now it is seamlessly integrated.



Get Medieval On-Con PC

GLORY games, Cole promises to deliver characters with personality, as well as plenty of humor and even romance in the story.

Stats and Skills

Like previous Quest games, you'll be able to choose from three crasses: wizard, warrior, and thief. You will be able to import your characters from previous games. Dragon Fire isn't levelbased, but skill based. You have standard attributes, such as strength and intelligence, as in other games, and a variety of skills. You'll have a different set of skiks depending on your class, such as pickpocketing for thieves, spelicasting for wizards, and defense for warriors. You can increase your skills through normal use or practice. For example, in the Thieves Guild, you can practice pickpocketing on the dummy and advance your skill level. If you fight constantly, your weapon skill will automatically increase. Continual speilcasting witi also improve your spell skills.

The game does change depending on your class, as you'll have to defeat major enemies according to your skill set (through trickery, spells, or combat). As far as spells, there are



night. Some addon's especially thesery, can be performed only at night

quite a few, including fireball, levilation, lightning ball, open doors, protection, and flight.

To Be King

In the tradition of the series, there will be several subplots to play through before the final showdown with evil. After the king has been assassinated, you and two other heroes come forward to compete for the right to take the crown in the Rites of Rulership. These Rites will take you through the game's various quests and subplots. You'll have to stem the invasion of a neighboring kingdom, battle the monsters in the beleaguered kingdom, thwart an army of undead from the dark realm of Hades, defeat a monstrous Hydra, and discover the sunken city of Atlantis. Ultimately, though, the dark hand that has guided all these evil forces will throw its last menace at you: the black dragon, Fire.

The biggest change in the series, apart from the much updated graphics and beautiful prerendered environments, is the combat. It is no longer played in a separate screen that draws you out of the game world. Now, combat occurs in the adventuring environment in realtime.

The other big change is the inclusion of multiplayer support. You can actually play through the whole game with up to two other characters. Presumably, each of you will play as one of the three contestants in the Rites of Rulership. There will be support for modem or LAN play.

Quest 5 still needs to be polished; game speed is fairly slow now, but Sierra does plan to optimize the game. Also, while we've played a little of the game, we still haven't seen the full quests, Rites, and NPCs. However, if Sierra can implement these elements as well as they did in previous Quest games, all the while polishing the game's speed and look, DRAGON FIRE should not disappoint. As the probable last entry in the Quest FOR Guory line, you'll meet old friends and finally make your way to the promised land of Silmaria. With an improved, integrated combat engine; a variety of locales to visit; and numerous quests and monsters to surmount, Quest FOR Guory 5 could prove to be the best of the series. —Elliott Chin



SUNKEN TREASURE Have is a look of the Atlantis environment in Owson Fire. The environments are beautiful econog that will be populated with 50 objects

INDUSTRIAL EVOLUTION TO

• ATTENTION!

SCUD DISPOSABLE ROBOT ASSASSIN: HEART BREAKER SERIES 1373

> THIS UNIT WILL SELF-DESTRUCT UPON TERMINATION OF TARGET

Disposable, like a diaper But he doesn't take any crap.



Multiple Missions pit Scud against a bizarracollection of villains and enemy Scuds.



Obliterate up to 16 opponents. over LAN or HEAT.NET.



Top down view and easy to master controls keep action fast and furious.

SCUA is the Coolest robot assassin to ever be dispensed from a vending machine. He's programmed to self destruct, but intent on sticking around quite a bit longer. He's a coin operated killer hellbent on customer satisfaction, but there's always one sick twisted freak who won't listen to reason.











That's easy, get SCUD Industrial Evolution You get to wreak bloody havoc with a ton of powerups and WEADONS.

Go of multiple missions/Be one of three different characters Destroy Up to 16 of Your freak friends in multiplayer competition!

It's the kind of Senseless Violence that makes You Feel Harm and fuzzy inside.

Compared to this game, Your Fatsucking Abdomax is veaker than Kenny G.



PC games are wack Id rather tune my tummy.











"Illustration by Edvis"

Tons of powerups! • Multiple Weapons! ·Single player, multiplayer, or compete on HEAT.NET!



Includes 3 months free premium membership on HEATNET

Stop by www.segasoft.com or call /- \$\$\$-SEGASOFT







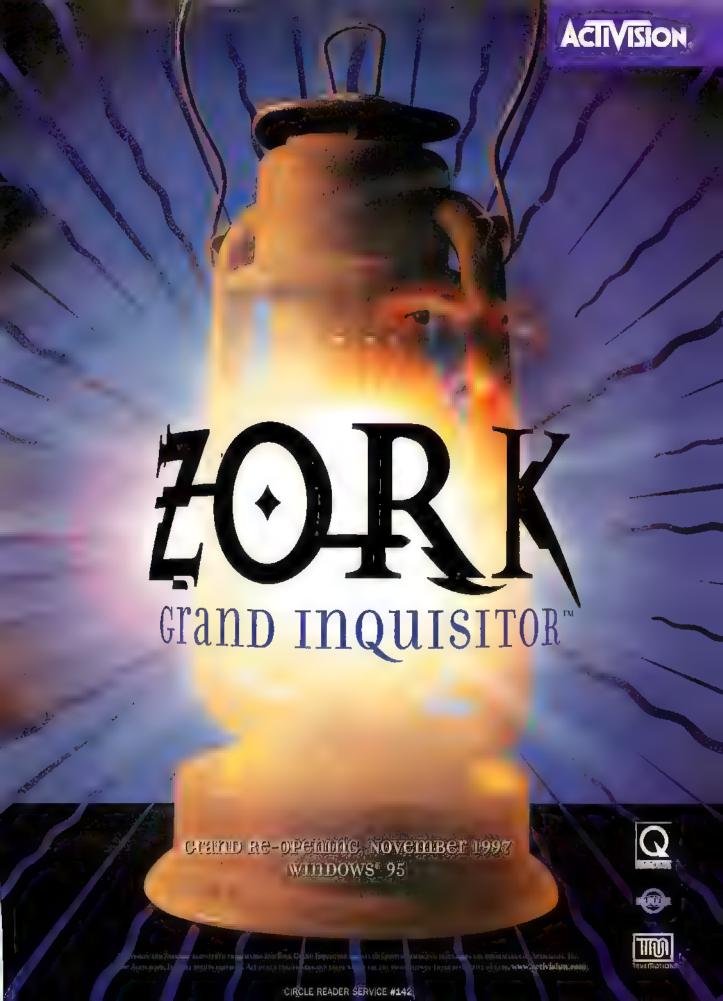




now a mighty oppressor threatens to take the "great" out of the great underground empire forever.

THE GRAND INQUISITOR IS A FAILED MAGICIAN WHO CLAIMS TECHNOLOGY WILL MAKE MAGIC ORSOLETS.

AND, YOU'RE THE ONLY ADVENTURER BRAVE CHOUGH TO STOP HIM. IT COULD ONLY HAPPED UNDERGROUND.

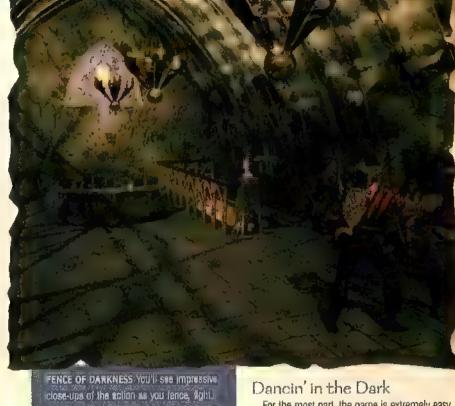


Dark Earth

France's Kalisto Reveals the Art of Darkness

ou see it the first time you move from one room to another The colorful room with its stylized Jules Verne architecture and the primary character in his brightly adorned uniform are both swallowed by darkness. Dark Earth is a study in contrasts: light/darkness, good/evil, freedom/fear, initiative/ritual, humanity/monstrosity, and life/death. Just as Francis Ford Coppola used sharply etched shadow to suggest the fearful majesty of the Godfather's hidden power, DARK EARTH uses the backdrop of an allconsuming darkness and its corresponding images to shape its universe.

DARK EARTH lakes place in a postapocalyptic world in which mankind has experienced near-obliteration. So much debris fills the air after this cataclysm that perpetual darkness shrouds the world; poisonous clouds drift overhead, and photosynthesis has stopped. Only a few pockets of light remain, into these pockets have flown the uncontaminated remnants of humanity.



clash, and smash your way to success in DARK EARTH'S combat sequences.

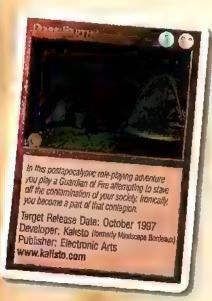
First, they build temples to Ra, the Sun God. Then, entire cities (called Stallites) rise up around these temples. Entire social structures evolve out of the need to maintain light, heat, and genetic purity.

Two elite groups rule this light-oriented society: the priestly Sunseers and the military Guardians of Fire. In the best of all possible setups, your character is a Guardian of Fire named Arkhan, a policeman trained for immediate action and the son of a Sunseer named Rylsedaar—you are sensitized to the history, myth, and dynamics of your culture. In the worst of all possible situations, you are soon thrust into a situation where the bulk of this cultural structure stands against you.

For the most part, the game is extremely easy to navigate. You use arrow keys to move around, the space bar to use objects or initiate conversation, and the C key to enter combat mode. Combal is in reallime and can be set for easy or tough battles. Once in combat mode, you press Ctrl and hit the arrow keys for your various moves.

All of the characters are 3D, and the game contains numerous attractive 3D objects. However, rooms are not connected for pure 3D scrolling, and there are times when objects such as staircases are not fully implemented as 3D, leading to some awkward animated sequences in which the characters do not mesh perfectly with the environment.

Of course, you might wonder why Kalisto opted for 3D figures and objects if you aren't viewing the action in first-person and you can't scroll smoothly from one room to the next. The beauty of the 3D art is that whenever you enter combat,



ACTOR Madieval Con Your PC



DARK AEGIS Monuments from an earlier era guide you through the cultural background of the DARK EARTH universe and provide vital clues. for the endgame.



DARKOVER Whenever you see the symbol of Ra on the wall; you can save your game of Dark Easth

you get fast action, smooth animation, and plenty of camera angles. At first, this might seem disorienting, but as you play the game, you realize that the close-ups, pans, and over-the-shoulder views add to the excitement of each encounter. Easy mode will prove to be too much of a cakewalk for action gamers, but its inclusion means that even those who don't care for action sequences can get through the game without dying.

Gameplay consists of combat and conversation separated by the occasional puzzle (of the find the right-object or -information variety). Successful combat sequences, appropriate conversations, and the mere zen of being in the right place at the right time lead to cinematic cut-scenes with intriguing camera angles, impressive graphics, and visceral levels of violence. The downside of the design is that your conversational options are predetermined by the altitude you adopt in an out-of-interface setup screen. The conversations play more cinematically this way, but some gamers may feel that

this is the old FMV problem (read: lack of control) all over again

Stallite 19

DARK EARTH has an extremely well-conceived storyline. You start with a clear-cut concept of light versus darkness and good versus evil. Your first combat pits you against murdering guerrillas who have invaded the sacred contines of the Temple of Ra and do not hesitate to slaughter the Sunseers. Unfortunately, when you defeat the first foe, you find yourself caught in a vain attempt to rescue Lory, the greatest of the Sunseers, only to end up being contaminated by a black, porous, ice-coid parasitic ooze called Shankr Archessence.

This substance, you soon discover, causes you to slowly transform into one of the mutant creatures of darkness from which you have always protected society—and now, your fellow Guardians of Fire are out to get you. You learn that you must locate your father and get him to show you a hidden crypt wherein lies the secret to your healing. Your own Stallite becomes a prison to you as you try to free yourself—and the world around you—from the danger.

As events unfold around and upon you, you learn the wisdom of a statement propounded by an old priest. "Night is an ordeal feared only by the impure." You discover that a perfectly ordered society may not be quite as perfect as you once thought.

Of course, this penetration into deeper and deeper shades of gray is exactly what design director Gurlaume Le Pennec is striving for: an attempt to portray prejudice and fear in (pardon the pun) an entrely new light. Kalisto adds just the right touch of moral ambiguity to DARK EARTH to stimulate the imagination and compet you to keep playing.

In terms of story, game world, and artistic louches. Dark Earth is an objet d'art. As a game, it is even having some success as a pen-and-paper role-playing game in France. (Casus Belli, the marvelous French role-playing magazine, gave the pen-and-paper game a positive review and is currently publishing additional scenarios.) Whether the combat and puzzles are enough to carry it as a computer game remains to be seen. The puzzles are lighter than the typical adventure game, and the combat doesn't have quite the subtlety of a pure action game. It's a nice balance for some, but may seem too lightweight for others — Johnny L. Wilson



DARK SECRETS YOU manufaction weapons and objects in DARK EARTH was an inversory acres that is strictly click, drag, and drop.



Company's Coming.

resource management, import exponursenal development and technological research are just a few of the dynamicame play features in this multi-player clash.



A nonlinear mission structure creates; a strategic edge over other combatstrategy games.



21 agreewine-pumping missions, each with their own terrain and objectives, plus a mission editor included as a free bonus.



Vivid super VGA graphics paired with a sizzling soundtrack put you in the Alliance Commander's chair to unify or wage way against allen reconThe most lethal aliens in the universe are on a manhunt and your star system is their next stop. Experience real-time

combat strategy
in Final Conflict,
the ultimate intergalactic battle.





FINAL ECHICICAL

They've Blown Away Entire Galaxies.
Now They Know Where You Live.

Available Now for PC CD-ROM

Download the Demo at: www.soundsourceinteractive.com

For Additional information; call: (818) 878-0505

SOUND

CIRCLE READER SERVICE #374

R.I. SQFT SYSTEMS

WIN 95 CD-ROM



Sharevare. The Net's Best Bets

Exile III: Ruined World

Questing the Old-Fashioned (and Inexpensive) Way

his game from Spiderweb
Software—appearing on our
CG ROM this month and available as a download from
Spiderweb's Web site—has
been a big hit among role-players for months, almost entirely
because of word-of mouth on Net newsgroups.

EXILE III is the third game in Spiderweb's epic tate of the struggle between the Empire and the Exiles. In this game, after years of a stalemate, the Exiles have found a way to reach the surface, and your party are sent to explore.

At first, the game looks exactly like what it is—a shareware game with primitive graphics. But if you keep playing, you'll discover a remarkably deep, traditional RPG far more complex than its appearance would indicate.

Character creation is very flexible—you can even assign disadvantages such as "magically inept" or "bad back," which will affect how much experience you need to advance levels. Combat is turn-based, the spell system—divided into two classes—is deep, and the ample dialogue with NPCs is well written and withy throughout. Rounding out the game are elegant touches such as an automap and a journal that automatically keeps track of your quests.

Jeff Vogel—Exile's designer and programmer—has created an RPG "like they used to make." And it costs only \$25 to play.

-Jell Green



Grimoire

A Classic Computer Role-Playing Game From the Net



wo classic computer game references popped immediately to mind when I first booted the alpha version of Grimoire, a CRPG available only via the Internet. The first was Might and Magic. In Grimoire, you con stantly explore the world via a 30 first-person window—just as you did in the original Might and Magic (and Wizardry before it). The second was Zork. Remember that maze of look-alike passages? You're always in a maze in Grimoire—at least in the parts we've seen.

If you like the character classes of classic roleplaying, you'll immediately find yourself comfort able with the Adepts, Clansmen (humanoid player characters evolved from other biological strains), Conjurors, Guardsmen, Pickpockets, and Traders to be found in Grimoire. You'l feel comfortable with the skill sets and the career paths that are available. Most gamers will enjoy the many combat options at their disposal: Hide, run, shield, fight, cast (spell), use (artifact), or surrender.

Also in the classic vein is the background story for Grimoire. You cutfit a party to quest in search of the "Metronome Mysterium," the so-called Clock of Fate that winds down into anomie and portends the end of the world. Instead of trying to "KII) Foozle," it's the party's task to find the cosmic pendulum and rewind the clock that ticks off the world's fate.

GRIMOIRE has solld potential and may be just the unguent necessary for long-time role-players who want more than real-time, first-person dungeon crawls. It may also prove the worth of online distribution for independent designers and publishers. —Johnny L. Wilson

Online RPGs

hite the online revolution may not have happened yet, it is getting more interesting out there for gamers—and for role-players in particular. Here are a few of the more promising upcoming online RPGs.

Ultima Online

Of course, no RPG guide would be complete without mentioning the ultrahigh-profile Uctima Online, the online RPG with the potential to



either soar into gaming greatness or take a Wile E. Coyote nosedive, Given the publicity surrounding the game, it has turned into a real event—and if Richard Garriott and the folks at Origin can pull it off, it will be a stunning achievement. As of this writing, Phase 2 of the public beta test was taking place, and we had hoped to have a play report here. But in a week of trying, we were unable to log on. Typical beta problem or a sign of difficulties to come? Will the game finally be up and running when you read this, or will Origin still be kicking all the bats and chipmunks out of

its servers? There's no reason to be pessim.stic, but, after writing about this game for more than a year, we're going to stop saying "It'll be out soon." Now we'll just say we hope it's out soon. Lord British, your greatness, your subjects are ready to play.—Jeff Green

Meridian 59: Revelation

Meridian 59 may not get the same attention that Uthina Online is receiving, but 3DO's Internet based RPG has boasting rights for one huge reason: It actually celebrates its one-year anniversary this October. In that year, the game's thousands of fans have created a living, breathing alternate universe, and the developers have continued to tweak the game with upgrades and expansion packs.

Now, 3DO is readying the biggest upgrade yet, called Mercuan 59: Revelation, which is essentially an entirely new version of the game. Due this falt, Revelation promises to improve or expand virtually every aspect of the game. On the aesthetic front, the developers have completely redesigned the interface and upgraded the first-person graphic engine to keep up with the times. Player and monster graphics have also been improved, and they've tweaked the monster AI so that monsters can now ally with each other in combal—or be tamed by you to fight on your side.

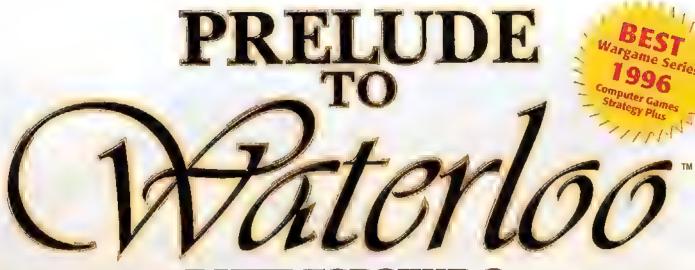
3DO has added tons of new quests and sidequests, and promises to make the experience more "game like" for those seeking more than just a MUD-like social hangout. The team has created an entirely new island city complete with a race of beings with their own culture and lanquage. The overall quest in Revelation involves traveling to this island city and uncovering the mysteries therein. But it won't be something that any random newbie just logging on can join. Newcomers will need to explore the existing world of Menidian 59, garnering strength, experience, and magic, before they're strong enough to deal with the new land. This will keep the game friendly enough for new users, while giving longtime gamers a brand-new challenge for their already battle loughened characters.

A host of new weapons and more than 100 new spells to master round out the changes to this already hugely popular online RPG. Whether new players will discover the game amid all the



noise being generated by Ultima Online remains to be seen, but Meridian 59—as of this writing, anyway—has one irrefutable competitive advantage: It's up, live and running.—Jeff Green

s the sydden resurgence of computer RPGs attributable to their popularity online? Stephen Poole examines this question for GameSpot saying, "Many developers believe it's the Internet's ability to allow gamers to rote-play together that's moving the genre back into the limelight." Get the whole story, and take a look at 15 upcoming online RPGs on GameSpot's Guide to Online RPGs.





Simply the best 19th-Century system Computer Gaming World









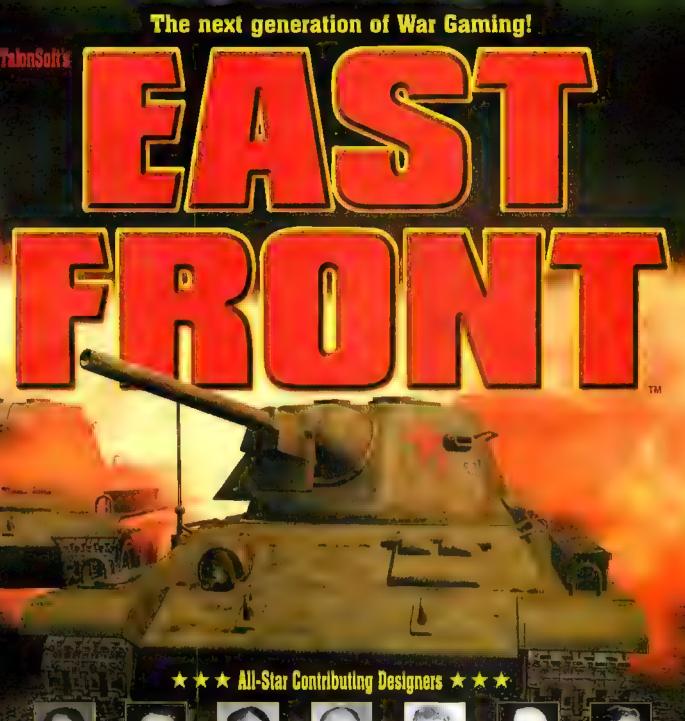




Available Fall 177 er Sorow Reserve your copy/roday cal/(10) (352-15) or yelcour The sales "You'd Wide

ROLL HEADER SERVICES

Committee 1997 TalonSolving Flo. Box 632, For





nn Tiller TalouSofc's Buzziagracowal ^{tol.} Series



Bob McNamara



lection out of Series







Richard Berg Partible Swift Sword® Great Butiles of



Mark Herman Gulf Scrikeli), Pacific Ward We The People®

Bankground in it a registered producers of TelenSoft Inc. All other producers are property of their respective holders

Fast paced WWII platoon-level combat on the steppes of Russia 1941-1945!

Lead a lightning Blitzkrieg through the Red Army, or defend Mother Russia from the German invaders! Set in a new, unique campaign format, EAST FRONT puts you in charge as company commander, in either the Wehrmacht or the Red Army. Replacement shortages, mud, snow, endless river crossings and all those fun things from the Russian Front are just a mouse click away! EAST FRONT features a totally new engine, a full-blown scenario/map editor and many preset scenarios, such as Kursk and Stalingrad!

> Available Fall '97 at Software Retaliers World Widel Reserve your copy today. CIRCLE READER SERVICE #243



Get Medieval On Your 20

Asheron's Call

A surface glance at Asheron's CALL will give you a sense of déjà vu. The first pages you see look a lot like an updated Wizarory with

Attributes

**HATA CHARACTER* Dut to disjourne miles from the acter classes" from the wide assortment of skills and her-itage groups available in Asherox's Cala.

more character skills. A second look shows you that the view in the familiar window offers real first-person in 3D and an option for going full-screen with the action window. A deeper look reveals that the game does not restrict

you to the traditional "character classes" of earlier role playing games (bards, wizards, fighters, thieves, druids, and the like), but allows you to taitor a skill set at will. So, if you

want to build a dreamthief character drawn from Michael Moorcock's Fortress of the Pearl, you can create a reasonable facsimile based on skill selection, even if he/she doesn't have exactly the same skills as in the book Experienced RPG players will love the flexibility

Peer even more deeply and you discover a sensitivity that's often missing from RPG worlds. Most games use the .dea of race to create distinguishing characteristics and attributes in both player and nonplayer characters. Yet

the very use of race in this way can be divisive. Rather than serve as the underplinning for stories that help us understand and improve the situation (ULTIMA VI is a sterling exception to this rule), such fanlasy-based racism can sug

Asteriou's Cut offers online multiplayer interaction in a complex, dynamic social environment, where politics are as important as combat.

Target Release Date: First Quarter 1999 Developer; Turbine Entertainment Publisher: Microsoft www.microsoft.com

gest that some races are subhuman. Much as we may protest that these are only games (see this month's editorial), the idea of innate superior ty/inferiority can subtly lead us into real-life discrimination. Ashehon's Call, instead, very sensitively labels the variety of cultural back grounds found in the game as "heritage groups." Such a designation offers a nonhomogeneous population for the game world without emphasizing racial stereotypes (whether drawn from reality or fantasy)

As you continue to view the game, you realize that this is an RPG with true beauty and originality. Social interaction in Asheron's Call is "alle grance-based." This means that your actions and social standing, as well as the overarching social dynamics in the world, are based on the groups to which you belong, and their agendas. The agendas are, in turn, established and evolved by the player characters themselves. The design team will occasionally plant seeds for a given agenda, but the players can opt to go with the seeds or not. The social design of Asheron's Call may well be the most intricate ever in an online role-playing experience.

A final inspection shows that Asheron's Call has been designed for the Internet from the ground up. The design structure itself reduces data handling and, hence, the effect of latency. We were amazed at how smoothly the game worked using a remote server. Of course, we haven't yet tried this massively multiplayer game





Thousands of eyes are watching your every move. The next one could be your last.

BYZANTINE

You step off the plane in Turkey and are thrown into a murderous conspiracy.

Decipher the clues. Solve the mystery.

Or pay with your life.

www.planetexplorer.com



Journey on a congression world has retern to have the movem of ast of the last of ast and a last of ast a last



Delveranto 6 CDs featuring 45 minutes of exotic video that on longrow in Burkey.

Receive a \$10 rebate in the mail when you buy this game.



Immerse yourself in 360° photographic environments that heapy lescondulate life



IFROM THE THE



Available of

UNITED ONNECTION Purchase a United flight online by April 30, 1998, and receive a \$25 Travel
Certificate on your next United flight of \$200 or more. Some restrictions may apply.

@1997Decurary Communications, Inc. All rights manifold. All other trademarks are the property of their properties composite

Get Medieval On Know PC

with thousands of simultaneous gamers. We just hope the theories will hold up.

Unlike many online RPGs,
ASHERON'S CALL will be a premium
game in which you can pay by the
day or by the month. Additional lands
and items will be added as the game
needs it—and as the gaming public
is willing to pay.—Johnny L. Wilson

Skies

Imagine a fantasy world of cloud castles and floating islands. That's the setting for Skies, Segasoft's persistent role-playing game of winged creatures, set to debut in mid-1998. You'll choose from among angels, demons, dragons, and other winged creatures to play, but they won't be the images you know from popular

fantasy culture. Dragons might not necessarily breath fire, and an angel won't always be good. Gamers will have the opportunity to customize their characters in unique ways so that each player character will be very different from the next.

Characters in Skies will be skill-based, as in ULTIMA ONLINE, not level-based. As you develop,



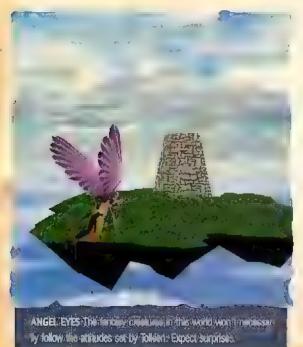
your appearance will also change, meaning that players will be able to tell at a glance how powerful you are. The game world will comprise various locations above and below ground and in the sky. Segasoft also says that these locations will change dynamically according to your and other players' actions.

Segasoft is pushing its transactor technology as a prominent feature of Skies. Though we have yet to see it in action, transactors are digital objects that are serialized and attached to specific characters. These transactors can be abilities or objects, and players will be able to customize their powers using these transactors. Your own character will be a transactor. cailed a LEDO (Limited Edition Digita Object), which you can trade with others. The transactor technology enables an open-market economy in which LEDOs and transactors can be bought, sold, and traded according to the demands for



and scarcity of objects in the Skies gaming population. Segasoft hopes that the dynamic will be similar to the card game *Magic the Gathering*, with transactors being the cards that build your LEDO, or hand.

The game is played in third-person, and the graphics should be good. Segasoft has employed the latents of Michael Turner, cocreator of the comic heroine Witchblade, to develop the characters and monsters in Skes. —Elicit Com





You've Just Been Gored By A Triceratops.

There Are Two Choices.

Evolve Or Die.

Evolution

THE GAME OF INTELLIGENT LIFE

mon viewowers delimbers



Play through 360 million years where life evolves at 30,000 years per second



Challenge up to 5 other opponents as you play across the whole planer

section adjusted



Control more than 160 ereatures as continent collide and break apan



Available on Windows* 95

UNITED CONNECTION United Connection Travel Planning Software is included in every game. Purchase a United Hight online by April 30, 1998, and receive a \$25 Travel Certificate on your next United Hight of \$200 or more. Some restrictions may apply.

Q1997 Discourse Communications (in: All tiple making). All been insulantic and his projectly of their respective comprehensive

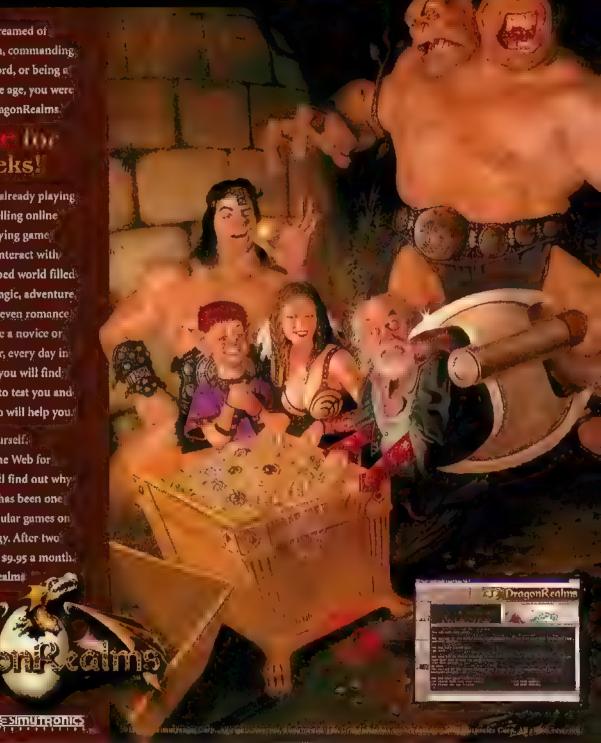
DragonRealms. where the unexpected happens everyday.

If you've ever dreamed of slaying a dragon, commanding magic with a word, or being a hero in a bygone age, you were dreaming of DragonRealms

play free for two weeks!

Join thousands already playing the most compelling online fantasy role-playing game ever designed. Interact with a vividiy described world filled with puzzles, magic, adventure, excitement and even romance. Whether you are a novice or long-time player, every day in DragonRealms you will find new challenges to test you and new friends who will help you.

Play FREE on the Web for two weeks. You'll find out why DragonRealms has been one of the most popular games on AOL and Prodigy. After two weeks, pay only \$9.95 a month. Enter DragonRealms



play right now on the web at: www.dragonrealms.net/go/cgw30

The Five Greatest Computer Role-Playing Games of All Time

t you had to name the five greatest computer role-playing games of all time, you would probably pick the ones we've selected (or other entries in the same series). We've provided the complete games for these five RPGs on this month's CG-ROM. Play them for yourself and see if you don't agree with our reasons.

ULTIMA IV

When Richard Garnott decided to put virtue in Utrima IV, he wasn't satisfied with preaching a static morality. He wanted, from character cre ation onward, to confront the gamer with moral dilemmas, challenging choices, and a powerfu story. With the concept of avatarhood, Garnott succeeded in doing what many other role play ing games had failed to do: Cause gamers to think about real life in new and different ways.

WASTELAND

With a story by Mike Stackpole (of BattleTech and X-Wing novel fame) and maps by Liz Danforth, Ken St. Andre, and others, Wasteland emerged as an epic game of postapocalyptic combat, mystery, and puzzles. For the first time,

gamers found that they couldn't necessarily count on nonplayer characters to share ammunition, take the point, or perform dangerous deeds in order to save the rest of the party. Other nice touches included Danforth's infamous "rabid dog" scenario, in which you were forced to pay the consequences of your deed

BETRAYAL AT KRONDOR

This game wasn't special just because it brought Raymond E. Feist's Midkemia to life on the computer screen, although that might have been enough. It was the first adventure game to try to give you a 3D first-person feel (even though some of the characters look like paper doils pasted onto the environment). It also offered a very fresh and new magical interface that worked wonderfully and fit the Midkemian milieu perfectly. All in all, a great game with solid balance and lots of surprises.

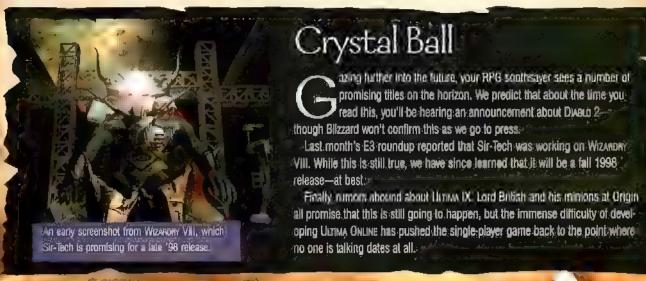
MIGHT AND MAGIC

The first game in a hugely successful series, Might AND Magic redefined the term *epic*. It had the largest map of any fantasy RPG up to that time and featured the most upscale documentation for

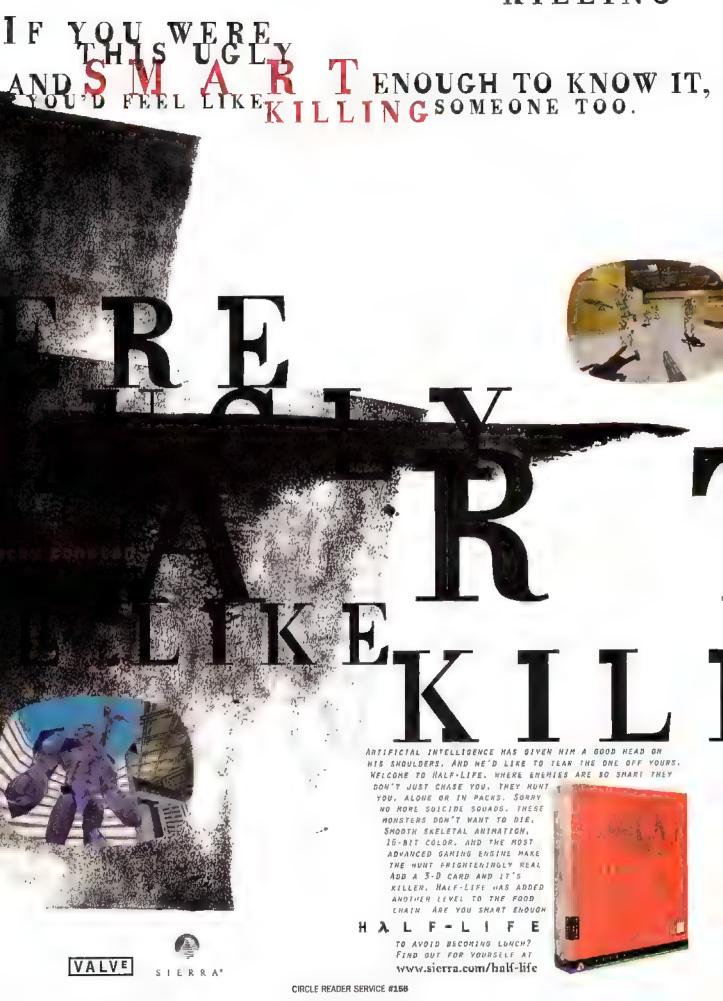
its era. Most of all, it had great pacing as you maneuvered through intricate mazes in breathless suspense, a tremendous amount of hack 'n'-slash combat, a wide sampling of magical spells, and a simple, yet charming story. The graphics have improved over the years and its progeny, Might and Magic VI, promises to offer another fresh perspective with its 3D graphics and architectural styles, but there's something special about the original. It's tough, but worth it.

WIZARDRY VI

To many gamers, the Wizardry series as a whole could fill any list of the Top Five RPGs of Ali Time. It was the first maze view dungeon crawl and offered deep and challenging role-play at a time when many computer games were merely stickman versions of Hack, a mainframe hack-'n'-slash game. Wizardry VI stands high as the first game in the series to blend fantasy and sci-fi into its realms and the first Wizardry game to offer full-screen color. Some gamers would argue that Wizardry IV is the best, given its diabolical puzzles and the opportunity you have to play the villain, but we chose Wizardry VI as the most accessible Wizardry yet available. §

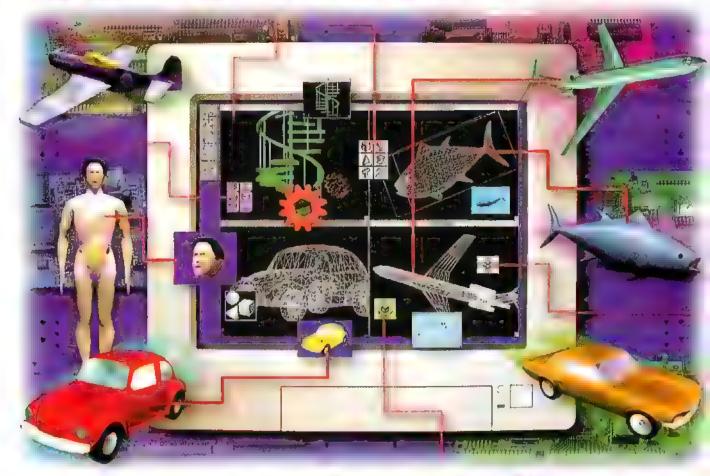






HARDWARE

Same Time...



Last Year

The New Generation of 3D Chips Comes of Age by Loyd

n the computer-gaming business, there's a hot new topic every year. 1996 was supposed to be "The Year of 3D Acceleration." Uh-huh. Sure.

Don't get me wrong, there were some interesting point products. Boards using the 3Dfx Voodoo chipset stole the show with their stellar performance and image quality. Rendition proved you could have solid 3D performance alongside reasonable 2D and SVGA graphics performance. Cards using the S3 ViRGF chip proved you could stap "3D" onto the box and self a lot of cards despite underwhelming 3D performance. Matrox proved there was a market for 2D/3D accelerators that left out certain main stream 3D image quality features.

The hardware was there, it was the software that came up missing. For months, the only accelerated software titles out there came bundled in the same box with their graph-

ics cards. A few titles shipped that offered support for a specific chip, but because Microsoft shipped Direct3D tale, and because Direct3D proved somewhat difficult to use, titles have only just begun to hit store shelves.

Despite this dearth, a lot of 3D cards were sold. One reason was the hage consumer education effort undertaken by many 3D vendors.



Another reason was the huge success of the 3D-accelerated

versions of Quake first, Rendition accelerated VQuake proved that you could have significantly enhanced image quality and a good frame rate, then GL Quake arrived on the scene with its superb lighting and transparency effects.

Another showcase little was Tomb Raiden from Erdos, with its beautiful, motion-captured virtual action diva, Lara Croft

Enter the Hardware Onslaught

Some seriously accelerated 3D titles. If last year was the beginning, 1997 is the arrival. With any fuck, 1998 will move along at warp speed. If you read our July 1996 issue, some of the 3D techno speak covered here is probably old hat by now, though we'll also tell you about some new developments of interest. But if you're just beginning to get versed in 3D, then this will be a good place to get started.

Evolution of the Revolution

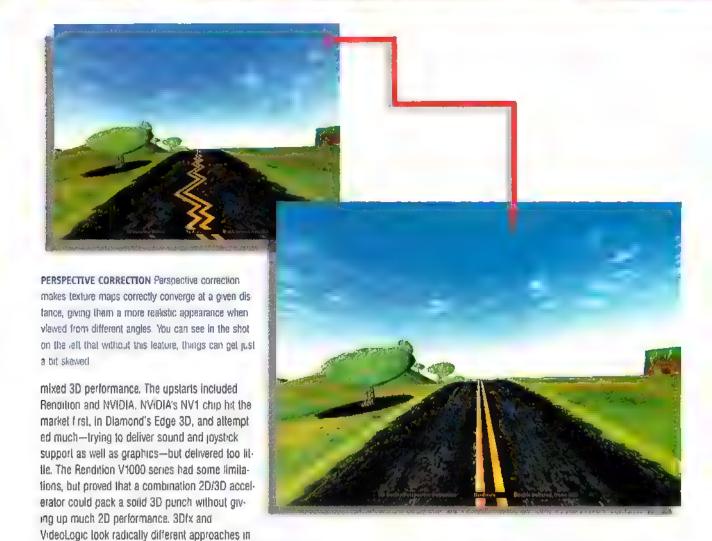
In the summer of 1996, 3D accelerators began to arrive in quick succession. Last year, we tested quite a few 3D cards, and a year ago a lot of these cards looked pretty good. There were no reliable benchmarks on the market, DOS games were still king, and the handful of Direct3D games out were not very good at measuring performance.

The landscape was divided up into the mainstream players, the upstarts, and the dedicated 3D chips. The mainstream play ers—ATI, S3, and Matrox—delivered fast 2D cards, but had

BILINEAR FILTERING Makes a texture map appear more reastic by averaging the color values of adjacent pixels. This blurs the pixels, reducing the blockness when viewing the texture up close. If a board doesn't support this feature you'ri get point-sampling (on the left)

FOG EFFECTS Blending objects in the distance with a fixed color yields a haze or toggy appearance. If a chip doesn't support fog it'll be pretty obvious. But tooking at the Image on the right, you see that fog can add tremendously to the overall effect in a game scene.





bringing dedicated 3D accelerators to market. The 3Dfx Voodoo chipset delivered sturning performance and image quality using a more traditional rendering pipeline. The PowerVR chip took a more radical approach that eliminated the need for frame-buffer memory, but suffered Direct3D teething problems (see this month's review).

All of these players are poised to deliver new chips that promise significant increases in rendering performance. After wandering in the wilderness, NVIDIA has stormed back with the RIVA 128, a chip locused on just three things: hot-rod 3D graphics, superb 2D graphics, and digital video acceleration. Rend tion is set to deliver the V2200, which will offer a 3X performance increase in 3D and serious 2D and video features—all the while maintaining compatibility with the V1000.

VideoLogic is bringing the second generation PowerVR chip, the PCX2, to the forefront, while 3Dfx has given users a real Rush—Voodoo Rush, that is. Even mainstream stalwart ATI is poised to bring a potentially hot performer in the form of the Rage Pro—its third generation of 3D accelerators and probably the most innovative architecture it has done yet.

Then there's software. While the controversy over the Direct3D versus OpenGL issue looks like a Tyson-Holyfield bite...er., bout (see sidebar) scores of Direct3D titles are set to be delivered this fall. OpenGL isn't left out, though, since games based on the QUAKE engine will all support OpenGL, and some of them promise to be blockbusters.

It's the Experience, Stupid

It's easy to overlook the fact that 3D graphics isn't an end in itself but, rather, a means to deliver an immersive experience. Recently, we booted up the Direct3D version of Mech-Warrion Mercenaries on a Monster 3D card and were sharply reminded that it's the experience that counts. Mercenaries is almost a different game using Direct 3D, with night battles taking on an eerie feel as laser bolts and missiles I ght up the darkness. Arming seems much easier, and the ground looks a lot more real when you talk over after one of your mech's legs gets blown off.

Several factors contribute to an immersive experience. Certainly, frame rate is critical. The prefitest image quality is pointiess if the game looks like a slide show. On the other hand, if you can average a solid 25–30 frames per second with the kind of image quality that 3Dfx delivers, 40fps of blocky, pixe-ated scenery suddenly loses its appeal. So you need to weigh both issues: Look at the claimed image quality delivered by the 3D hardware and the frame rate actually delivered by a variety of games. Benchmarks like 3D WinBench help, but it's really the games that tell the story.



Next month, we'll take a look at a variety of 3D accelerators and test them with several game titles, as well as 3D WinBench.

Most accelerators support a variety of 3D features. The minimum set you need to look for is perspective-corrected texture mapping and point sampling. However, we believe quite strongly that bilinear filtering adds a lot to the mix, and MIP-mapping (see glossary) improves image quality, particularly in games with lots of movement across distance. Good transparency effects are rapidly becoming a must (think of the water effects in GL QJAKE). And fog effects can add that last little bit of verisimilitude—climbing to the top of a loggy hill in Mercenaries really keeps you on your toes.

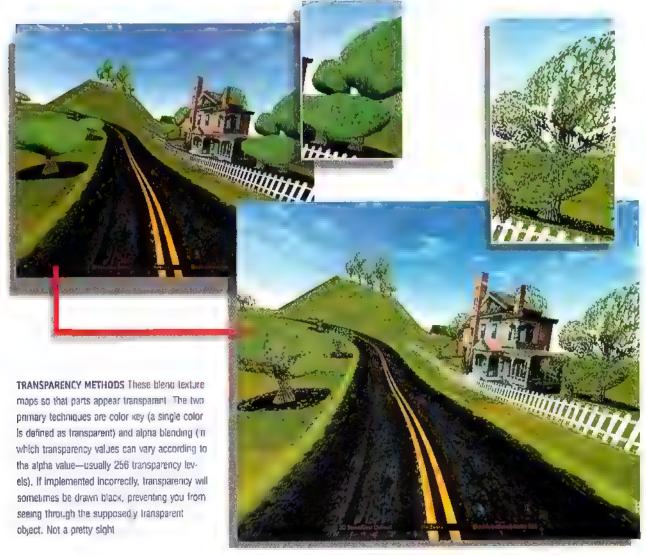
Finally, don't discount the performance of the CPU. There's a myth going around that a fast 3D card will make up for a slow CPU, but as our CPU testing last month indicated, that's not the case. Yes, a 3D accelerator will help an older system keep up with some games, but there's still a lot of geometry being calculated by the processor in order to give the accelerator something to render.

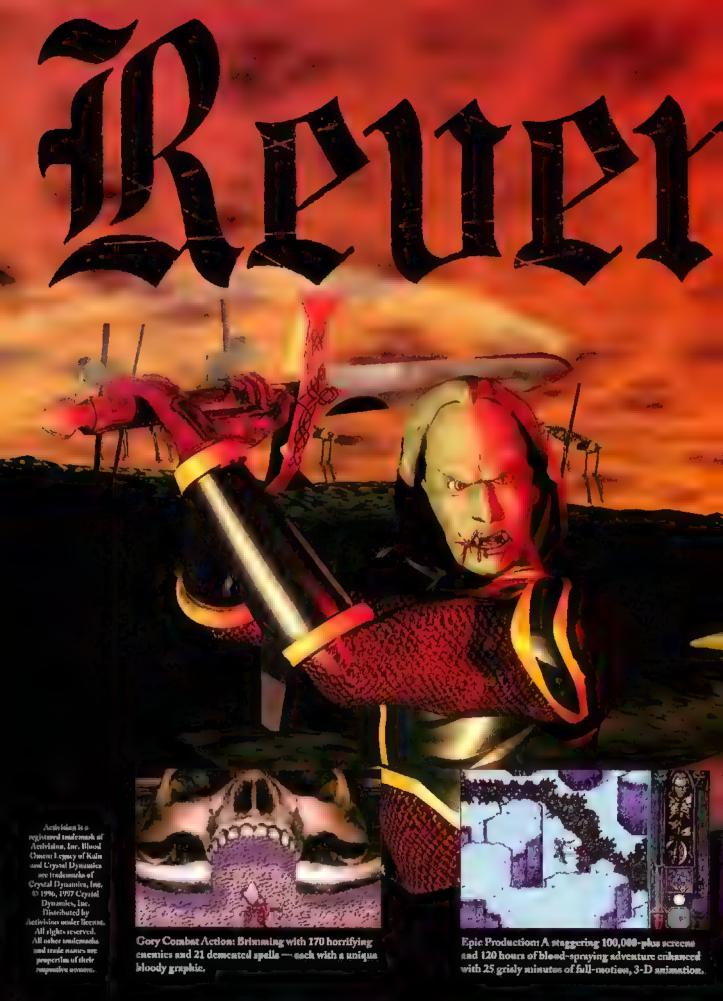
Things to Come

Next month's graphics card roundup will consist exclusively of 3D-capable hardware. We have a number of very cool cards on the way, including your first look at several new AGP boards. Here's just a taste of what's in store.

- . Boards from Diamond and STB, using NVIDIA's new Riva 128 chip
- ATI's new Xpert@Play, using ATI's new Rage Pro
- Two boards using 3Dfx's Voodoo Rush chipset from Hercules and Intergraph
- . Hercu es' and ELSA's new Permedia 2 based boards
- VideoLogic's Apocaypse 3DX and 5DX, using NEC/VideoLogic's PowerVR chip
- Matrox's new Myst que 220, plus a new 3D surprise they've got in the works
- Number Nine Revolution 3D

We'll also give you an early look at 3D iron still in development, including Rendillion's V2200, Tritech's Pyramid3D, and Oak Technology's Warp 5 chip.











You were once an innocent man. But having been brutally slain and banished to Hell has put a bad taste in your mouth... You are Kain — damned to the savage existence of a vampire for all eternity. Revenge consumes you as you journey through the depraved lands of Nosgoth in search of your murderers. Quench your desire for vengeance with the blood of innocents in real-time. Morph into Wolf, Bat, Vampire or Mist to slaughter those who stand between you and those who wronged you.

Revenge...nothing is sweeter than the blood of your enemies.

Vampire Bloodfest: Deink the blood of your victims; then morph into one of four sinister forms to escape —vampire, wolf, but or mist DYNAMICS

KAIN

OMEN

CIRCLE READER SERVICE #145

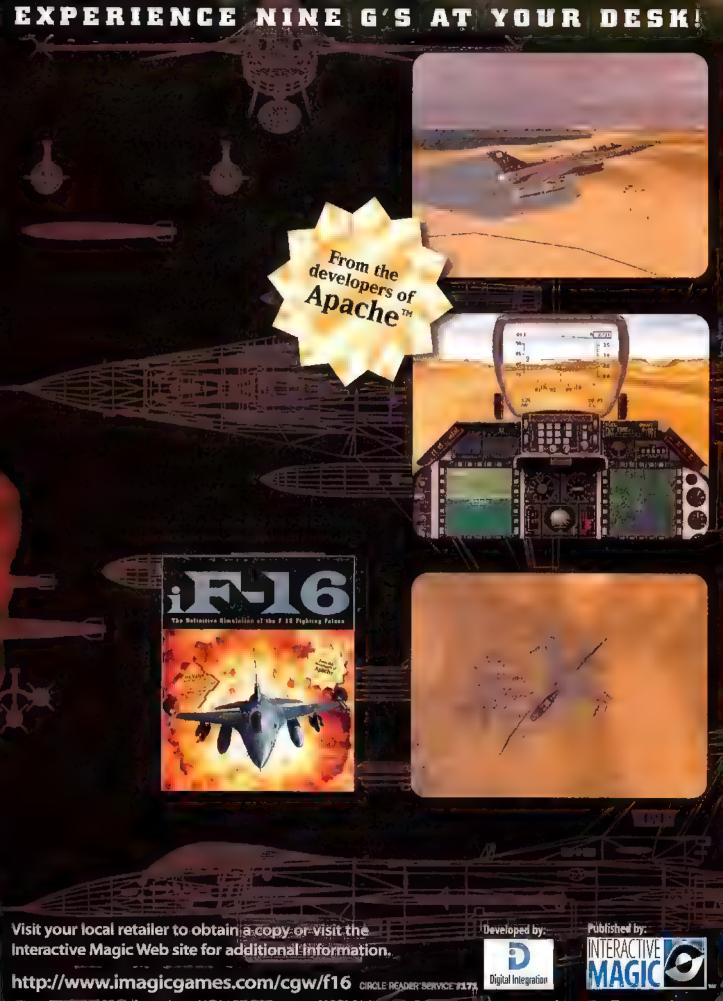
Epic RPG for the PC Coming this Fall



DOS and WINDOW 128

P.O. Box 13491 Research Triangle Park, NC 27709 (919) 461-0722

IF-16 is a trademark and Interactive Magic is a registered trademark of Interactive Magic, Inc. All other trademarks, are the property of their respective owners. & Copyright 1997 Interactive Magic, Inc. All rights reserved.



Direct3D versus OpenGL: The Debate Rages On

by Dave Salvator

Icrosoft undertook a major initiative about two years ago: To build a global 3D graphics Application Programming Interface (APi) that high-performance games could use and 3D chips could accelerate. Dubbed Direct3D, this API would let game developers write their game code once and have it run on anyone's hardware, and hardware guys could write one set of drivers, meaning that most game titles would then run on their hardware. A great idea. A needed idea. So why has there been so much flak about this API? And what's all this about OpenGL being a viable API alternative for 3D game development?

Before its current incarnation, Direct3D was Reality Lab, a software-based (CPU-only) 3D API Since Microsoft bought RenderMorphics' API and rechristened it Direct3D, it has undergone the growing pains of learning how to talk to 3D accelerators—something it wasn't accustomed to doing. Most graphics vendors had been focusing their efforts on fast 2D performance and had to quickly come up

to speed on 3D. To allow them some breathing room, Direct3D implemented a feature known to programmers as "capabilities bits." Using caps bits, programmers could ping a 3D accelerator's driver to see which 3D acceleration features it supports, use the ones it does, and disable the ones it doesn't. This allowed graphics vendors to more gradually implement their 3D acceleration features, rather than implement everything at once.

So why the ruckus? One inherent problem with "universal" APis is what's called API overhead, which tends to cause something of a least-common-denominator effect. The result tends to be more detrimental to stronger performers, meaning that the not-so-hot chips can come to the party too. Another issue was the sheer difficulty involved in using Direct3D, which Microsoft has recently tried to address in DirectX5

Combine these factors and the fact that several graphics companies are effectively marketing their own "straight to the Iron" APIs to game vendors along with the lack of compelling Direct3D titles, and you have a situation where no one is happy. Enter OpenGL.

A Knight in Shining Armor?

OpenGL is a road-tested, feature-complete API that some game developers are considering as an alternative to Direct3D. SGI, a maker of highend graphics workstations, has taken up the cause of making OpenGL a viable alternative for developers who don't want to use Direct3D, id guru John Carmack used OpenGL to create GL Quake, which has greatly fueled this ongoing debate because it showed that compelling games could be written using OpenGL. But Microsoft quickly countered by running GL Quake—with some code tinkening—on Direct3D.

A consortium of game developers, led by Chris Hecker, asked Microsoft to incorporate OpenGL as the "guts" of Direct3D, and adopt it as the 3D API for games development.

Microsoft balked, staling that its focus will be to make Direct3D its premier games API. Microsoft asserts that OpenGL isn't the ideal platform for action games in which frame-rate takes priority over accuracy, but the developer consortium contends that they want a choice as to which API they'lf use to create

breach and announced that it will supply a hardware interface kit with which

games. SGI has stepped into the

hardware makers will be able to implement OpenGL acceleration in their parts.

It Comes Back to Content

Where is this all headed? It boils down to which platform will have the most top-shelf games. Microsoft has a head start, and despite the early shortage of killer titles, the picture will be much rosler for the holidays, with Jen Knight, Sagre Ace, and Unreal all nearing completion. OpenGL has one feather in its cap. Quake, plus all titles written using the Quake engine. Many developers are looking at OpenGL, and SU-27 FLANKER and WARBIRDS 2.0 will support it. \$

3D Glossary

There's a whole new jargon that comes with 3D graphics cards. Here's a brief rundown of the most important features.

CLUT COLOR LOOKUP TABLE A method of creating texture pallets, which is a form of texture compression (by reducing the amount of memory they need). Sometimes used in the absence of bilinear filtering.

EDGE ANTI-ALIASING Gets rid of "jaggies" along the sides of polygons and smoothes the appearance of diagonal lines in a scene.

HAL, OR HARDWARE ABSTRACTION LAYER Another name for the hardware driver software portion of Direct3D or any API that talks to the registers of a specific chip.

MIP-MAPPING MIP maps are multiple textures of varying resolutions that represent the texture when viewed from varying distances, and are swapped onto the texture as the viewpoint moves closer to the object

POINT SAMPLING The simplest method of texture mapping, where a single pixel of a texture map is drawn as a single texel with no filtering.

SPECULAR HIGHLIGHTING An effect applied to a texture to make it appear to be lit.

TEXTURE MAPPING Applying a bilmap to a polygon to make it appear more realistic.

TEXEL A pixel from a texture map that has been applied to a polygon.

TRILINEAR MIP-MAPPING A more elaborate filtering technique whereby the four neighboring pixels from the current MIP map and the four neighboring pixels from the nearest MIP map are averaged. This can produce a smoother effect than bilinear filtering.

Z-BUFFERING A technique for managing which surfaces are visible along the distance axis (z-axis) by storing depth values before calculating hidden surfaces. It is more CPU- and memory-intensive than the less-accurate z-sort method.

Direct3D

OpenGL

Dungeons & Dragons



Trapped between good and evil, you'll find yourself at...

Baldurs Gate

none of the most anticipated RPG titles for the PC".

Next Generation Online

The Adventure Begins this October.



www.interplay.com



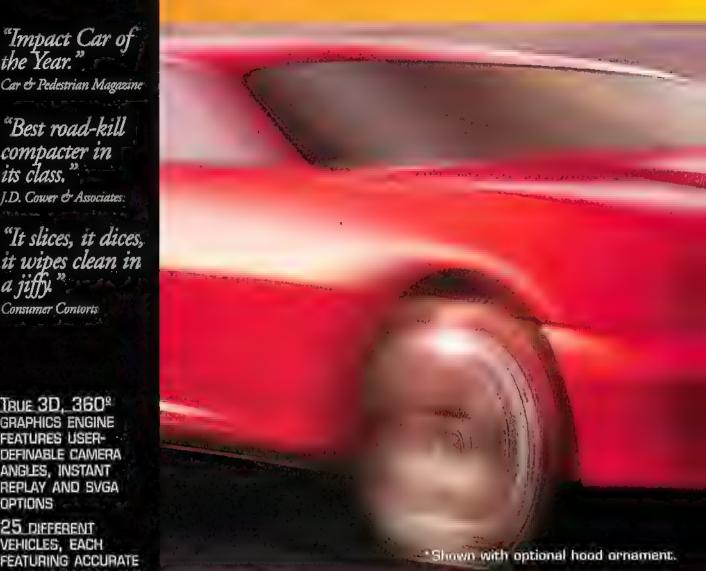








THE CARMAGEDDON XV5.*



Consumer Contorts

it wipes clean in

"Impact Car of the Year."

"Best road-kill

compacter in

I.D. Cower & Associates:

its class.

TRUE 3D, 360⁹ **GRAPHICS ENGINE** FEATURES USER-DEFINABLE CAMERA ANGLES, INSTANT REPLAY AND SVGA OPTIONS

25 DIFFERENT VEHICLES, EACH FEATURING ACCURATE DRIVING PHYSICS AND REALISTIC COLLISION DAMAGE .

36 RACE TRACKS AND 5 DIFFERENT RACE ENVIRONMENTS FEATURE COMPLETE FREEDOM OF MOVEMENT

NETWORK PLAY INCLUDES 7 MODES AND 3 UNIQUE TRACKS

PEDESTRIANS = POINTS!

BY GAMERS, FOR GAMER

Some race for glory. Some for money. Then there are those who drive for the sheer ecstasy of crunching bones against their bumper.

Introducing Carmageddon. The racing game that separates the men from the grease spots on the road.

Drive whatever you want, wherever you want, over whoever you want. You make: the rules.

Available now at CompUSA, Electronics Boutique, Best Buy, Egghead, Babbage's Fry's, Circuit City, Hastings, Musicland, and other participating retail outlets.

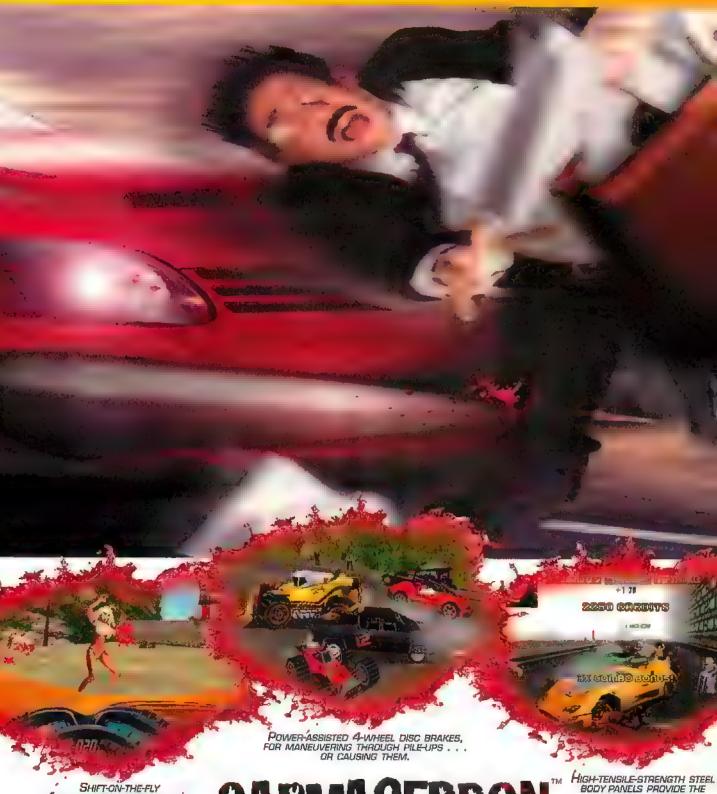
Available on PC CD-ROM

Test drive the demo at www.interplay.com



STOMACH-CHURNING REALISM . CRASH, CRUMPLE, BURN, SKID, AND JUMP IN GLORIOUS 3D!

520 HORSES UNDER THE HOOD. EVEN MORE PEDESTRIANS ON TOP.



SHIFT-ON-THE-FLY 4-WHEEL DRIVE MEANS YOU'LL NEVER MISS THE BIG BEACH PARTY AGAIN.



HIGH-TENSILE-STRENGTH STEE BODY PANELS PROVIDE THE DURABILITY YOU NEED, IMPACT AFTER IMPACT.





THE RACING GAME FOR THE CHEMICALLY IMBALANCED.



TURN HITLER'S DREAM INTO HIS WORST NACHTMARE.



THE WORLD'S MOST POWERFUL WEAPONS.

The menace of the past has gotten his hands on the technology of the future. It's up to you to make sure his plans blow up in his face.

- Pilot the Apache attack helicopter over land and sea to complete specific objectives and ensure the Allies' success.
- Real time gameplay requires swift action in order to mirror actual time line of the Normandy invasion.
- Unload Seal Team members to retrieve information and destroy enemy installations.
- Modified weaponry includes 1942 era planes with vertical takeoff and landing capability, tanks with laser sighting and nuclear-equipped zeppelins.
- Simple controls allow for fast-paced arcade action in first or third person.





http://www.playmatestoys.com circle reader service #135



This Is Not Your Father's PC





four or five years. changes in the PC have been somewhat evolutionary The last really significant

or the last

change was the addition of the PCI bus Other than that, it's been meremental improvements - faster processors, different memory formats, ATX form factor for motherboards, and so on. Even Windows 95 was an evolutionary improvement, although DirectX may eventually revolutionize the programiming of PC games.

In the next year, though, several innovations promise to utterly after the face of the PC-and the result will be pretty alien compared with what we have today.

TODAY'S BEIGE BOX

All computers on the market today are basically similar to one another. Inside they have a motherboard with some PCI slots and some ISA slots. There are also memory slots 72-pm SłMMs are still prevalent, though the shift to DIMMs is accelerating (DIMMs allow you to upgrade your memory by adding a single module at a time, rather than in pairs). All systems now have two built in EIDE connectors for disk drives, a floppy disk drive connector, serial ports, and parallel ports. There are also keyboard connectors and, usually, a dedicated PS/2-style mouse connector (although

there may just be pins on the motherboard - In this case you have to supply the mini-DIN connector).

Disk drives, CD-ROM drives, and floppies are mounted in bays. Some of the more clever designs use trays that snap out easily, but attaching the actual ribbon cable is often a chore, even for an extremely dexterous person with very small hands. Although some systems come with built-in graphics and audio, for the most part expansion cards inserted in slots handle the graphies and audio chores.

As I've built more and more systems, I've become increasingly

comfortable with this paradigm. As paradigms go, though, it's very "high priest" in other words, you've gotta be well versed in the appropriate religious...er...1 mean...technical dogma to make it all work

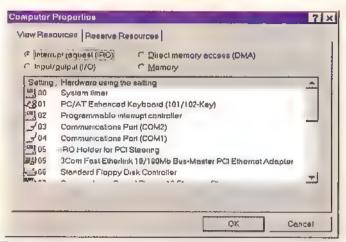
I've never been much for dogma, though While it's fun knowing all this stuff, I've always believed that a PC should be at least as easy to run as a car - and maybe even as easy as your home entertainment center (Those of you who will crack wise about setting the clock on VCRs haven't kept up. VCRs can now set their own clocks.) As for me, I no longer get cheap thrills

In the next year, several innovations promise to utterly alter the face of the PC.



Taking a Gander at the Ins and Outs

If you're about to Install a new piece of hardware and want to see what resources are available-let's face it. Plug-and-Play doesn't get it right all the time-you can get a listing by IRQ, DMA and Base I/O address Right-click on the My Computer toon, and select Properties; then go to the Device Managor tab dialog, and double-click on the Computer Icon



THE PC IS DEAD. LONG LIVE THE PC.

The boys in Redmond (Microsoft), Intel, and a number of systems and peripherals vendors have gotten together to redefine the personal computer. The main idea is to make everything easier to set up and easier to use. They even plan to make unattended setup more feasible. A whole host of technologies is being brought to the table. What follows is a laundry list of some of the items. If you want to take a look yourself, download the preliminary PC-98 spec from Microsoft at www.microsoft.com/hwdev/pc98.htm.

There won't be a single PC standard. There will be a basic PC-98 standard, which all the others have to begin with, but they'll diverge from there. There'll be a "consumer PC 98," an "entertainment PC 98," and a "workstation PC

98." The version we're most interested in is the entertainment PC 98.

LIGHT MY FIREWIRE

One of the most important features is high-speed connectivity. The PC-98 spec calls for IEEE 1394 as a primary high-speed interface, IEEE 1394 began life as Firewire, a serial link for highspeed peopherals (ironically, it was invented by Apple). Peripherals can be daisy-chained together, and Microsoft Is calling for a minimum data rate of 600Mbits/sec, or roughly 75MB/sec This is some serious bandwidth, folks: it's suitable for hard-drives, which are one of the connection options. In fact, embedded deep in the document are words like "EIDE drives should be connected via IEEE 1394 " This will certainly make it much easier to connect high-speed peripherals.

IEEE 1394 is also good for anything that requires a big pipe for data. One of the other interesting features that will

be included is video capture. Yes, you'll be able to take your camcorder or VCR and capture video to your hard disk for editing. DVD drives will also likely be attached by IEEE 1394, as will printers and scanners.

UNIVERSAL ACCEPTANCE

The other main connectivity source will be the Universal Serial Bus (USB), which may prove more significant than Firewire from a day-to-day usage perspective. In the future, you'll connect your keyboard, mouse, multiple joysticks/controllers, modern, and other serial devices by USB. The cool thing is that USB is "hot-swappable." You plug the device in, the system autoconfigures for it (no reboots, folks), and off you go. You may have to install a driver the first time you connect it, but that will just mean popping in a CD and walking away-the PC-98 spec talks often about installation without user intervention.



"A DOUBLE MUST-HAVE. Anyone who plays computer games will want this AMAZING CHAM!"

Marc Spiwak POPULAR ELECTRONICS

"I could actually FEEL the punch of the afterburner!"

Ed Dille, ELECTRONIC GAMES

HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but FEEL your simulation. Paired with your amplifier the ThuriderSeat makes your favorite flight sim as realistic as it can be without a motion simulator!

OPTIONAL SIDE CONSULES

Put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

Shake Rattle and Roll for as little as \$159.95!

For a FREE CATALOGUE CALL

ThunderSeat Technologies
17835 Sky Park Circle - Suite C
Irvine, CA 92614 6106
714 - 851-1230 Fax: 714 - 851-1185

The ultimate 3D & video entertainment

Matrox introduces its new line of graphics and video accelerators



Get ready for the ultimate in nome RC entertainment. By combining the Matrox Balinbow Runner Studio with the new Matrox Mystique® 220 graphics accelerator, you'll be set to explore the latest in 3D and video. With the mind-blowing.

speed of Mystique 220, you'll be ready to fly, blast, or tunnel your way through all your favorite 3D games, 2D Windows, and video applications. Then when you add the Rainbow Runner Studio card (sold separately) you can create and edit high quality home movies just like a pro. The \$500 of free software even lets you edit in Hollywood style special effects, titles, and sound you can also play PC games on your big screen TV. Video conference over the Net View full-screen hardware MPEG1 video, and much more!

As the winner of over 250 awards for our world renowned products, Mairox is the leader in developing state-of-the-art technology that is reliable and easy to use. Choose the leader in graphics and video. Choose Matrox



latrice proportions: the competition (16-bit).



Matrex Mystique 220

- Ideal for Windows 25 applications, 30 games, MPEG1 wideo, and much more
- Cornes win 5 free software titles including Disney's Toy Story, Electronic Arts! Moto Racer GP, Kal's Power Goo, and more.



Matrox Rainbow Runner Studio

- ideal for video editing, video conferencing, PC to TV output, 'PC-VCR' video consum and hardware MPEG video
- Includes 4 free software litles, \$500 value



ı

effee matrox board check out

www.matrox.com/mga/cgw



Estimated street price. To mee Pointnow Promoter Studie your require a Muster Mysièque 228 graphics accolorator. All performance habe conducted by Malrar Graphics inc., on a Gateway 288 MHz MMX with 32 MB of RAM and 512X cache. Malrar Mysièque 228, Dismand Staath 30 2009 Pre, Crestive 3D Master PCI, and ATI 3D Xoroscian + PCZTV, were configured with 4MK of transvery using driver releases 3.62, 4.63.00.3287, 4.02.0284, and 4.83.00.2182 respectively. Westlands 97 business tasts conducted at 1824 x 758 @ 16-bit at 75 M/with DirectX** 3e using small facts under Windows 95, 3D Windows 95, 3D Windows 85, 3D Windows 95, 3D Windows 95,

THE BIG SLEEP

How the computer handles power will be very different from today as well. The power switch in the future PC will not be a real power switch but, rather, a "sleep" switch. When you punch the power switch, it will go into a very low-power, quiescent mode. Press the button again, and you'll find yourself just where you left off. I can just imagine doing this in the middle of a QUAKE level: "Ohmigosh, a Vorel Hit the power switch!" Imagine the reaction when your spouse comes along and turns on the computer....

You'll be able to turn the computer completely off by selecting Shutdown from the start menu. Can you say "MacIntosh"?

THE MORE THINGS CHANGE...

What about "legacy" devices? One key feature that will be missing are ISA cards. In fact, the PC-98 people would love to do away with ISA slots entirely. Since most audio cards are fSA, the sound card and modern vendors had better move to PCI, USB, or IEEE 1394 pretty quickly — and it seems they will, what with audio migrating to PCI and moderns going to USB. It's very likely that next year's PC will still have serial ports, parallel ports, and so on, but the move to faster, friendlier connectivity will be strongly encouraged.

The biggest change on the graphics front, without a doubt, will be the new Accelerated Graphics Port (AGP) architecture, which will move graphics off the PCI bus and onto the main memory bus itself. This migration will make room for other PCI devices (disk controllers, sound cards, and the like) and give graphics up to a 4X bandwidth increase, which will be vital for more complex 3D games. Other changes are less dramatic: All PCs will have TV unt and 3D acceleration. In fact, one gem buried in the PC-98 spec is that MS

Internet Explorer 4.0 will use
Direct3D—for VRML, but also for
user-interface tweaks. So, 3D will be
the mainstream

PLUG IN AND PLAY

Finally, there's DeviceBay, an emerging standard for expanding your system. Instead of popping open a case, cutting your fingers, and trying to use screws made for inhumanly small hands, you'll just pull out the old device and insert the new one. This will work for all devices except graphics and your boot drive. Upgrading to the latest, fastest, biggest, whizbang device will be a cinch DeviceBay makes use of IEEE 1394, which allows devices to be hot-swapped.

So it looks as if the PC for the millennum will be easy to configure and upgrade; and it will be very, very fast. It's the Nirvama that all computer gamers dream of. Now if we can only get DirectX to install that easily.... §



Plant Trees For America his is the 125th Anniversary of Arbor Day, the tree planters' holiday. This year The National Arbor Day Foundation asks you to plant Trees for America, and provide for their care.

Trees Make a World of Difference. Thanks to trees we enjoy shadier streets, greener city parks, and friendlier neighborhoods. Trees also produce oxygen, absorb carbon dioxide, and help keep the atmosphere in balance.

This year, plant Trees for America. For your free brochure, write: Trees for America, The National Arbor Day Foundation, Nebraska City, NE 68410.





Force feedback adds the sense of touch to supported games so you can actually feel the game. But a force feedback joystick isn't worth a dusty Pong if the stick is pulling processing power from your computer and slowing down your game. That's why the Microsoft® SideWinder®

25MHz 16 htt force co processor"

much as six times faster than

other force sticks. So you'll

that does all the force computation on

the stick. Which means your computer

feels nothing, and your games are never

slowed down. Force Feedback Pro Is as

The stick is also easely

customicable, so in just a few
seconds you can program each

you like to play.

And forget port

Feedback Pro has only one computer cable and plugs into your gameport.

Plus, you can test all these features right away with the three killer games included in the box: Interstate '76," Star

Battle of Hoth, and

Wars" Shadows of the Empire:"

You'll feel it. Your computer

see and fee! every
Uzi recoil, every
stall on take-off
from O'Hare,
and every nineiron you shank to
the left.

There's also real
rocket-science stuff inside
the Force Feedback Pro. Like

Microsoft-patented digital optical technini

handle and throttle motion to within onehundredth of a degree without any
wear or calibration.

won"t.

MDK: Mission
Laguna Beach."
The Microsoft
SideWinder Force
Feedback Pro. It's
designed so that
everything in your game
will be felt. But only by you.
For more information (yes,
believe it or not, there is more), go to

www.microsoft.com/sidewinder

ICHOBOFT"

Force Feedback Pro

Maration.

Mean Machine



Intergraph Delivers Much Performance Though Few Extras

by Dave Salvator

intergraph is not a name known to most gamers. But anyone who's ever shopped for a 3D workstation has undoubtedly heard of these guys. As the consumer PC space begins to concentrate more on 3D graphics, intergraph has jumped into the fray with a variety of system offerings, and these boxes are proced to move.

Intergraph also has a build-to-order, direct-purchase Web site where you can build the rig you want, with all the bells and whistles, and find out the total price. The TD-25 is Intergraphs higher midrange system, using Intel's 233MHz Pentium with MMX (P55C), and what it lacks in extrus, it makes up for (somewhat) in performance.

Setting up the TD-25 is fairly straightforward, though none of the ports on the back of the box are labeled. The documentation, though somewhat brief, makes setup easy, and wathin about 10 minutes, the TD-25 is good to go. The innards are easily accessed sans tools after removing six "thumb screws," and the intenor layout allows easy access to most system components. The Phoenix BIOS is pretty rudimentary, and doesn't allow for much in the way of low-level tweaks.

The unit we evaluated included a keyboard with embedded speakers, which may be fine for corporate types who want to hear "ding" every time they do a no-no, but for gamers these speakers clearly are not up to the task. Intergraph was investigating speaker upgrade options at press time.

We did encounter several other rough edges along the way: For starters, the DOSSTART.BAT isn't properly configured to bring up real-mode drivers for the sound card and CD-ROM drive. Also, Intergraph doesn't include a copy of DirectX 3.0a (current version) on the hard-drive to re-install drivers should a misbehaving game hose your DirectX setup.

What's in the Box?

CPU: Intel P55C 233MHz

Metherboard: Micronics Thunderbolt ATX with

Phoenix BIOS and 430TX chipset

Memory: 32MB SORAM

Graphics: Intergraph Intense 3D-100 w/4MB

Monitor: 17" Intergraph 17SD69 Hard-Disk: 5 2MB EIDE

CD-ROM: Toshiba 5702 (16X) Audio: Ensoniq AudioPCI

USB Ports: 2 **Modem:** None

Game Controllers: None

RUNNING THE NUMBERS

The TTD-25 is the first system we've seen that ships with a graphies board based on Rendtion's Vérité 1000 chip in Intergraph's own Intense 3D 100 with 4MB of EDO DRAM. Intergraph has done some deep tweaking on the Windows 2D drivers, and delivers solid numbers on this front. The other good news is that the TTD-25 will run all Rendition-optimized titles.

For comparison, we stacked up TD-25s numbers against those recently posted by Falcon Northwest's venerable five-star 200MHz Faleon Mach V, In Windows 95, TD-258 Graphics WinMark numbers are not far behind those of Mach V at both 800x600x24 and t024x768x16, T1D-25's CPUMark scores are about 20 WinMarks ahead of Mach V. though this is due in large part to TD-25's faster 233MHz elock speed, so we'll call that one a draw Looking at the storage sub-system, TD-25 is 100 WinMarks slower on the Disk WinMark than Mach V, though its CD-ROM performance is a hair faster. But with the slightly faster CD-ROM performance comes higher CPU usage- 78 percent, compared with Mach Vs 46 percent. In 3D WinBeneh, TD-25 is clearly bested by Mach V, scoring 51 WinMarks to Mach Vs 132. It warrants mention that

Direct X 5, which should be shipping as you read this, can use DMA. This will boost 3D WinBench scores for all Readitionbased hoards.

Win 95 titles generally run well, though when running the Direct3D version of MDK (with the patch), certain scenes have incorrect colors. But USNE '97, MOTORACER CP, and Psygnoss' FORMULA I run fine.

In DOS, TD-25 pretty much paces Mach V in

QUAKER TimeDemo tests both at 320x200 and at 640x480. Running at mode 0 (x-mode, 320x200) the TD-25 has choppy nudio, but Intense 3D 100 supports VESA display modes, and using vid-mode II (320x200) lets QUAKE use Véntés much faster RISC core and solves the author problem. Also, TD-25 mis VQUAKE, the first 3D chip-optimized version of QUAKE, with a similar glitch at 320x200, but at 640x480 is very playable and looks great In CBench's SVGA-graphics test, TD-25 and Mach Vare even.

TD-25 turns in positive performance numbers, despite a few rough edges. These numbers are all the more impressive considering that Intergraph costs under \$3,000. If you already have game controllers, a good set of speakers, and a speedy modern, this rig will serve you well. If not, be prepared to source out the extras elsewhere &

APPEAL: Gamers looking to upgrade their current rig who don't need new peripherals.

PROS: Solid performer across the board; painless setup.

extras; some driver trouble with Direct3D games.



Price: \$2,899
with 17" monitor
Vendor: Intergraph
Computer Systems
(800) 692-8069
www.intergraph.com/
express
Reader Service #: 316



The largest, most sophisticated game universe ever created as at your control.













Seein' the Big Show

by Dave Salvator

hen it comes to displays, bigger is better. As first-person games have become all the rage for shooters, flight sinis, and driving titles, the bigger picture can go a long way toward total immersion. And while 17-inch monitors have become affordable, larger displays (over 20 inches) have remained expensive. Until now Princeton Graphics has unveiled its 27-inch Arcadia Home Monitor, the AR27, both with and without speakers, and both units are less than \$1,000

The first thing you notice about the Arcada is that it's huge, and heavy. You'll need a pretty big space, and you'll definitely want help getting this behemoth set up unless you're fond of hernias. Once you get the monitor in position, the remainder of setup is a breeze. Arcadia's maximum resolution is 800x600, with a top vertical refresh of 60i-lz. This isn't that much of a limitation; remember, it's a 27-inch monitor.

Arcadia's versatile audio/video ins and outs include VGA, three video (two composite, one S-video) inputs, and two stereo audio inputs. There's also an audio out that acts as a pass-through so you can route your audio signal to your stereo amplifier.

At 800x600, the monitor's image quality is solid across the board. Using a testing tool developed by sister publication Computer Shopper, we looked at focus, geometry, convergence, color tracking, and flicker. On all fronts, Arcadia delivers sharp image quality. On the flicker test, there is no noticeable flicker.

Game video looks great, and having a screen this big makes playing games of any genre more enjoyable. Turning off all the room lights and running QUAKE through a 27-inch monitor made for an eerie experience indeed. VCR video also looked fine running through one of Areadia's composite inputs.



The only mild disappointment was the embedded speakers' sound quality. Bass response was surprisingly good, considering the absence of an external woofer, but the mids and highs were muddy. If you've got a good pair of speakers, opt for the speakerless version, and you'll be fine.

If you're looking to build your own living room PC, or just want a colossal screen for all your gaming adventures, Arcadia's AR27 is a great choice. §

PAPPEAL: Gamers looking for a frickin' huge monitor.

PROS: Huge viewable screen,

great image quality; multiple AV inputs; Inexpensive.

CONS: Very bulky; audio quality is so-so.



(800) 747-5249 www.prgr.com Reader Service #: 317

Price: \$999, \$799

without speakers

Vaudor: Princeton

Graphics Systems

...

REVIEW • YAMAHA SYSTEM 25

Big Sound, Small Price

by Loyd Case

he System 25 is Yamaha's 3-speaker entry into the budget category, consisting of a powered bass unit and two satellites. The list price is a mere \$129, but it's likely that the street price will be under \$100.

Haul the System 25 out of the box, and you'll be amazed at just how tmy the satellites are. Measuring a seant 3.5x2.5 inches (about 4.5 inches deep), they can either be placed on a desk or mounted on a monitor. Mimature stands attached to each satellite swing out so that you can easily adjust speaker angle.

Setup is straightforward. The satellites plug into the bass unit—and the connectors are different, so you can't make a mistake. There's a power button and volume control on one of the satellites. The bass unit has its own bass boost control. You plug your sound card output into one of the two input sockets on the back of the bass

module. The power supply is built into the bass unit—no power brick, thank the gods.

I tested these speakers with a wide array of music and had a very odd reaction. High-end response is quite good for such finy units; bass response is surprisingly robust; and voices sound lively and realistie. But the overall feeling left me wanting, and it took a while to realize what was happening. Stereo imaging is very precise note that I didn't say accurate - but the entire stereo image is between the two speakers. When you set them on either side of a monitor (a typical setup for home or office computing) the imaging is very two-dimensional. There's no feeling of depth at all, as if the entire band or orchestra has been squeezed down into a twofoot wide space. So these aren't the greatest speakers for music.

Cames are another story. I ran QUAKE, Jane's new 688i, RED ALERI; and WING COMMANDERIII

through them, and for gaming they sound quite good. The compressed stereo imaging seems nearly ideal for game playing Voice and sound effects sound great, and game music sounds just fine, although you won't shake any rafters with the System 25.

For about a hundred bucks, these little guys deserve some serious consideration Check 'em out. §

APPEAL: Gamers on a budget looking for good sound.

PROS: Easy setup; good sound quality; compact size; low price.

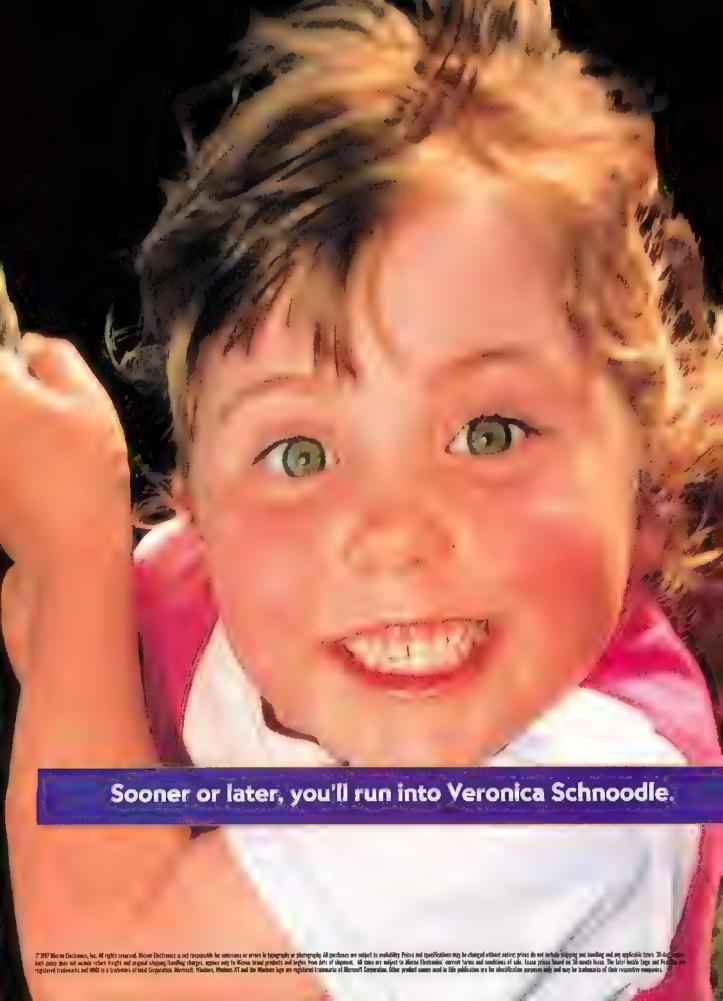
CONS:

Compressed imaging for music; lack of deep bass; limited power.



Price: \$129 (MSRP)
Vendor: Yamaha
(714) 522-9000
www.yamaha.com
Reader Service #: 318





MICRON MILLENNIA MME

Intel 233MHz Penisum arocussor with MMX technology 64MB SORAM

6 ACR IIII a ATA hard drive

24X EIOE variable speed CD-ROM

D" Micron 700FG1, ,26dp (16" display)

SIZNE gipeline burst cache, flash BLOS

100MB lomega Zip drive, 3.5" Roppy drive

32 voice wavelable stereo sound

USR Sportster 55K 12 data/fax modem'

PCI 64-bil 3D video, MPEG, 4MB EDO DRAM

Microsoft* Intellimouse*, USB connections

Microsoft Windows 95 and MS Plus!

Microsoft Office 97 Small Business Edilfon Pak

Choice of Micros Software Solutions Pak

5-year/3-year Micron Power* limited warranty

with Hitachi 19" SuperScap CM 751 (18" display) .26dp color monitor add \$300

MICRON MILLENNIA XXU

intel 300MHz Pentium II processor (features MMX technology) 128MB SDRAM

8.108 Ultra ATA hard drive

24X EIDE variable speed CO-ROM

17" Micron 700FGx, .25dp (16" display)

82440LX chinset

512NB internal 1.2 cache, 2MB BIOS

LOOMH lomega Zip drive, 3.6" floppy drive

32 voice wavetable stered sound, powered speakers with subwoofer

USR Sportster S6K #2 data/las modem"

ACP 128-bit 30 video with 4MB SCRAM

Microsoft Intellimouse, USB connections

Microsoft Windows 95 and MS Plus! CD

Microsoft Office 97 Small Business Edition

Choice of Micron Software Solutions Pak

5-yr/3-yr Micron Power limited warranty

with Hitachi 19" SuperScan CM 751 (18" display) .26dp color monitor add \$300

\$3,999

\$2,699

FUSION 3D OPTION PAK

DVD-ROM. DVD software E4 Cool DVD PCI decoder card: 6 channel AG-3 to 2 channel out capability, SPDIF output (digital audio out)

MAY 64 PCI sound card

Cambridge SoundWorks/MicroWorks - 2 speaker satellite with subwoofer stereo system

Monster 3D graphics card with 4MB memory

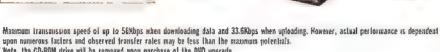
Fusion 3D game pak: Mech Warrior 2: Mercenaries 30fr version,

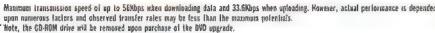
AH-64D Longbow, U.S. Mary Fighters '97, Command

& Conquer, Popular 3Dfx Racing Sim MS Sidewlnder Pro Joystick

Xxu add 5649

MME add \$699





STAY IN AND PLAY.

Micron™ Millennia

Here comes the annoying neighbor kid qoing 'whatcha doin'? 'wanna play'? She's just one more reason to



stay in and play with your new Micron Millennia PC.

Designed to run even the most graphic-intensive games and Internet entertainment, you'll get awesome 2D and 3D graphics cards, the screaming speed of Intel's processors, and more.

We pack the Millennia XKU with the Pentium II processor featuring MMX technology, and the MME with a Pentium processor with MMX technology. Add our Fusion3D aption, and you'll get DVD software, Monster 3D graphics card, AWE 64 PCI sound card, a two speaker satellite with a subwoofer stereo system and five of the most intense multimedia games available today.

We'll include a software pack with every Millennia. You choose one of four bundles.

Don't stress. You always have Micron's award-winning customer support - 24 hours a day, seven days a week - and one of the best warranties in the industry. Cail Micron. today for everything you need ... including more ways to ditch Veronica.

Call for information on our other Millennia configurations.

Call now to order. 888-669-0969 www.micronpc.com

MICRON

3-year broaded parts body spaces wiscounty. These for familiarist to the form of a familiarist to the famili

The foregoing is subject to and quadried by Macron's standard kinded warrances and terms and conditions of table. Rome and conditions of table may very for specific configurations. Explais of the Amsted visionalities may be absolved so that Wich are or by calling Micron.



Micron Sales Hrs: Mon-Fri 6am-10pm, Sat 7am - 5pm (MT) Technical Support Available 24 Hours A Day, 7 Days A Week. Toll free from Mexico: 95-800-708-1755

Toll free from Canada: 800-708-1758 • Toll free from Puerto Rico: 800-708-1756 • Int'l Sales: 208-893-8970 Int'l Fax: 208-893-7393



Configured For Your Life.

Sounds Like a Deal

by Loyd Case

've always been a little leery of bargain-basement sound cards. I've had more problems with cheap audio cards than with just about any other peripheral. Yet, I'm always on the lookout for low-cost audio, hoping to find a gem in the rough I'm happy to report that I think I've found one.

Terratee is a German manufacturer of sound eards; its previous efforts have mostly focused on high-end audio for audiophiles and musicians. The Terratee Base I is the company's first foray into the true consumer-audio space. Installation is a snap. Just pop the card into a 200MI Iz Pentium MMX system, and on boot-up, Windows 95 auto-detects the card and installs the Windows drivers without a murmur of complaint. You need to run a separate install to set up DOS drivers (which allow Base I to emulate a Soundblaster Pro)

This \$60 card doesn't come with a built-in wavetable—you only get FM synthesis—but the digital audio sounds very clean. The only jumper on the card activates or deactivates the onboard amplifier; and with the amp disabled, the card is very quiet (through powered speakers). Windows wave audio sounds very good and MIDI playback is typical FM synthesis—let's just say it works as expected. There's also a 3D sound option called VSPACE that spreads out the stereo field much like Spatializer or SRS audio, ulthough VSPACE seems to be reverb-heavy

As for DOS performance, QUAKE normally very finicky about sound cards—sounds great, as does WING COMMANDER III One minor negative is that the MIDI port solidly grabs IRQ 9 and doesn't share it.

In addition to the base eard, there's a connector for a wavelable daughtereard.



Because of the small size of the Base I, a standard daughtereard hangs out in the air, but Terratee will soon ship a compact version of Yamaha's DB50XG MIDI wavetable card. There's also an optional radio tuner card, which is available separately.

Overall, the Base I is a solid, inexpensive eard that sounds good, seems very compatible, and installs like a dream. For gamers on a budget, this just might be the eat's pajamas. §

APPEAL: Gamers on a tight budget looking for good sound quality.

PROS: Inexpensive; easy installation for both DDS

tion for both DOS and Windows 95; great sounding digital audio.

CONS: Cheesy FM synthesis; odd mounting for wavetable cards.



Vendor: Terratec (714) 493-4600 www.terratec-us.com/ ttec1.htm Reader Service #: 319

Price: \$59 95 MSHP

大大大士

REVIEW • LOGITECH CYBERMAN 2

Beyond the Joystick

by Tara Calishain

ith the development of new 3D-graphics technology, it's not surprising that game controllers now go beyond the joy-stick. That's what the Logitech CyberMan 2 is all about — taking you nito 3D games with full 3D control. If you can handle the steep learning curve, you'll be rewarded with a much more immersive expertence in games like DUKE NUKEM 3D and DESCENT

The Cyber'vlan 2 is fairly large, with eight buttons on the left and a knob that looks like it should rotate (but doesn't) on the right. It's comfortably heavy, and even in the midst of frenzied action, it stays put

CyberMan 2 installs in a snap and comes preloaded with several game-specific configurations, including QUAKE and MDK. It's easy to add your own configs. Creating a playable controller for the X-Wing vs. Tile Figure demo takes less

than five minutes. Don't get out all your games, though — CyberMan 2 mins only in Windows 95 or a Win-95 DOS box.

The biggest drawback of the Cyber-Man 2 is its counter-intuitiveness. The direction controller looks as if it should be spun, but instead you have to tilt it, midge it, pull it up, or push it down. In a game like DUKE, NUKEM, this leads to a lot of initial frustration, as you find yourself looking up instead of moving forward and jumping instead of looking up.

If you can stick with it for about two hours, it pays off Motion in DUKI-becomes incredibly fluid. Flying around with the jet-pack becomes almost a game in itself as you smoothly use, sink, and fly around. Plus, CyberMan 2 is ergonomically friendly, so you don't end a game with numb fingers or a case of "joystick clench."

Unfortunately, the controller is a little too sensitive—even when you're used to



it. In DOKE this isn't a big deal, but in CyberMan's bundled game, DESCENT II: DESTINATION QUARTZON, accidentally looking down flips you over. CyberMan 2 already has sensitivity settings, but could be improved with desensitizing settings.

If 3D shooters like QUAKE, and DUKE are your cup of tea, CyberMan 2 is a must-have. If not, the frustration of learning the particular motion of the controller might outweigh your gaming payoff §

PAPPEAL: Ideal for 3D games and shoot-'em-ups.

PROS: Fluid motion; easily programmed.

>CONS: Oversensitive; at times counterintuitive; steep learning curve.



Price: \$99
Vendor: Logitech
(800) 231-7717
www.logitech.com
Reader Service #: 320



Monster 3D graphics! Monster 3D sound! (Gaming has never been so fierce.)

MONSTER SOUND

- THE FIRST PCI BASED SOUND CARD
- ACCELERATES DIRECTSOUND, THE NEW MICROSOFT AUDIO STANDARD
- IDEAL FOR HEADPHONES OR 2-4 SPEAKERS
- FREE FULL-VERSION GAMES INCLUDED

MONSTER 3Ds

- WICKED DIRECT 3D AND GLIDE GAMING ACTION
- AWARD-WINNING, REALISTIC 3D PERFORMANCE
- WORKS WITH YOUR EXISTING GRAPHICS CARD
- BUNDLED WITH MORE THAN 20 FREE GAMES

















It doesn't just surround you. It swallows you with realistic, heart-pounding 3D sound. And now, when you combine the amazing new Monster Sound PCI-based 3D audio card with our award-winning Monster 3D

graphics accelerator, you'll have the ultimate gaming system for your Windows 95 PC. Using ground-breaking A3D Interactive technology from Aureal-initially developed for NASA virtual reality simulators - Monster Sound provides stunning, digital-quality 3D positional sound. And, according to Computer Gaming World, the Monster 3D graphics card is the ideal solution "for no-holds-barred blistering 3D performance." Separately, they bring the absolute best out of today's most outrageous

games and Web sites. Together, they deliver performance that blows everything else away.

DIAMOND

Memoter 10 is a trademark of Diamond Multimedia Systems, incorporated, 2840 junction Avenue, San love CA 95134. All office trademarks are the proporty of their respective owners. Gayyy Diamond Multimedia Systems, incorporated. All eights reserved.

Accelerate your world.

Want it. B





166 MHz TD-25

- a Intel 166MHz Pentium* Processor with MMX
- 32MB (1-32MB) DIMM
- 512K Pipelined Burst Cache
- Intense 30 100 w/4AB EDO RAM.
- 17".27dp, 1280x1024 Menitor (16,0"viewalste)
- * 1.76B 10ms EIDE Hard Disk
- Fleggy 3.5", 1.44MB
 7 slets (3 PC), 3 ISA, 1 Shared), 6 Deve Boys.
- * 2 USB Perts, 1 Parellel Port, 2 Serial Ports
- Dual EIDE channel/Ultra DMA 33/4 devices

233 MHz TD-25

- Intel 233MHz Pentium® Processor with AMX
- ⇒ 32MT (1-32MB) DIMM
- 512K Pipelined Burst Cache
- Intense 30 100 w/4MB EBO RAM
- 17".27dp, 1280x1024 Monitor (16.0"viewebie)
- # 3.5GB 10ms EIDE Hard Disk
- Floppy 3.5", 1.44MB
- 7 slots (3 PCI, 3 ISA, 1 Shered), 6 Dive Bays
- 2 USB Perts, 1 Percellel Pert, 2 Serial Ports
- Bual EIDE channel/Ultim DAA 33/4 devices

233 MMz TD-225

- Intel 233MHz Pontlum® II Processor
- 64MB (2-32MB) EDO SIMMS
- * 512K Pipelined Burst Cache
- Interse 38 100 w/4AB EDO RAM
- 17".27dp, 1280x1024 Monitor (16.0"viewpide)
- 1.7GB TOms EIDE Hard Dick
- Floppy 3.5", 1.44MB
 7 slots (4 PC), 2 ISA, 1 Shored), 6 Drive Bays
- 2 USB Perts, 1 Perollel Port, 2 Serial Perts.
- Dual EIDE channel/4 devices

Systems include: 30-day money-back guarantee, 3 year limited warranty; one year on site, Windows 95°w/30 Days Free Phone Support, Microsoft® IntelliMouse, Windows 95 ready 104-key keyboard, WUS Robotics 33.6 KBPS Fax/Data modern, tool-free mini tower case, and Ensonia Wavetable Card, Speakers & Mic, 424X Variable CD-ROM



Live the 3D experience. This is no game. Our PCs are serious 3D graphics machines. The kind that make your eyeballs jitter with ecstasy.

And our direct prices are *really* low. But the best part — these systems have the Intergraph name on them. A name that means graphics.

Go ahead, compare our 3D PC prices with other manufacturers' PCs without 3D. You'll see. Buying Intergraph is like getting 3D for FREE. No Lie!

So, live the 3D experience. Immerse yourself in the new and vivid universe of 3D. Let it caress your imagination and excite your soul.

• **3D Graphics.** Unbelievable at these prices! You get real 3D acceleration for Direct3D apps, mind-blowing 3D games and multimedia. It's a world of 3D realism with

correct textures, Gourand shading, environment mapping serious stuff.

• **3D Sound.** Totally 3D. Our Ensoniq^{1M} 3D sound card, mic and speakers deliver stereo



• **Spectacular Video.** Of course! Intergraph PCs give you MPEG and AVI compatibility, full-screen, smooth-motion video at 30 frames per second at resolutions up to 800 x 600. And you can scale, zoom and stretch in real time.

This can be a second of the se

This is it! The 3D PC you want. Got to have.

And the 3D is FREE! Don't wait. Get it NOW.

Get Intergraph.



you're going.

take

266 MHz TD-225

- latel 266MHz Pentium #11 Processor:
- 64M8 (2-32MB) EDO SIMMs.
 512K Pipelined Burst Cocker
- Interse 3D Pro 1000 w/16MB RAM
- 21".25 dp, 1600x1200 Monitor (20.0" viewable)
- 3.5GB 10ms ELDE Hord Disk
- Floppy 3.5", 1.44MB
- 7 slots (4 PCI, 2 ISA, 1 Shared), 6 Daive Bays
- 2 USB Posts, 1 Parallel Post, 2 Secial Parts.
- Dual EIDE channel/4 devices

\$5,279 model #GAMBBO

Order Direct Now! 1-800-692-8069

or order on-line www.intergraph.com/express Next-day shipment available.

"State probably imagenly Coparation, 19-20 continuous with a mobile to sente recent function. 20 days many hair pulsy depres on blacks outside of some shapes and function of larger case along a financial pulsy of the state of

CIRCLE READER SERVICE #074

A Different Way

by Loyd Case

Dfx's Voodoo 3D-accelerator chipset represents a fast, traditional 3D rendering pipeline. But VideoLogic/NEC's PowerVR PCX2 takes a different approach it uses a "chunk" rendering scheme that breaks the scene up into small pieces, rendering it a piece at a time. A benefit to this approach is PowerVR's ability to do zbuffering "on the fly," rather than allocating memory for a z-buffer. All 3D display data is then sent via the PCI bus to the 2D board's frame buffer, In a look at Video-Logic's Appealypse 3Dx, based on this second-generation PowerVR chip, the results of this novel approach are mixed.

PowerVR doesn't support the fog effects used by 3D WinBench, has only limited transparency ability, and no specular highlighting. 3D WinBench 97 reports that the 3D x only supports bilinear filtering, filtered MIP mapping, perspective-corrected textures, and hardware dithering. Some minor

rendening errors occur in the last 3D WinBench scene. The Apocalypse 3Dx posts a 69.2 3D WinBench score on a 200MHz P55C system with an ET-6000-based STB Lightspeed 128. Because PowerVR uses the 2D boards frame buffer, a slower 2D board could negatively influence PowerVR's performance. Direct3D apps refuse to run with an early version of the Lightspeed 128 drivers, updating the primary driver enables the PowerVR to run, so make sure you have a working DirectDraw capable card.

Games directly ported to the 3Dx look good and run well. ULTIMATE R@CER looks very pretty, but some of the ground textures in MF-CHWARROR II look weak. MDKs built-in performance metric reports a score of 300 in the Direct3D, whereas the DirectDraw version generates a score of 90. Occasional system lockups occur with the PowerVR card—something we didn't see with either Rendition or

Apocal Tree

3Dix cards. The Direct3D demo of TERRACIDE runs with out any problems, however.

The Apocalypse 3Dx generates a decent 3D WinBench score — not as fast as 3Dfx, but faster than most chips, and some of its bundled titles are very sharp. Given recent price drops in 3Dfx cards and the imminent shipment of the RIVA 128, ATI Rage Pro, and Rendition V2200 boards, it remains to be seen how well PowerVR will keep up. §

PAPPEAL: 3D Gamers on a budget.

PROS: No pass-through cable needed from 20 card; direct ports run great.

CONS: So-so Birect3D performance; limited rendering feature set; performance may be hindered by 2D board.



PowerVA)
Vendor: VideoLogic
(415) 857-4167
www.videologic.com
Reader Service #: 321

Price: \$149 (approximate

street) \$99 (upgrade from

REVIEW . SAITEK X36

Flight Done Right

by Denny Atkin



ttention, Thrustmaster and CH Products: This is your wake-up call. Saitek's X36 PC Flight Controller is the first joystick and throttle combination that really gives the old standards competition. And at a cost of only \$150, it also gives them a run for the money.

The X36 system consists of the X36F postick and the X35T throttle/rudder controller. They are available separately as well, but the throttle only functions with the X36F joystick. The joystick has a trigger, four fire buttons, two eight-way hat switches, and X- and Y-axis trim controls. The throttle sports an eight-way hat switch, two three-position switches, a fire button, and two rotary dials. A small stick can function as a radar control (it emulates a mouse) and an innovative rocker control emulates rudder pedals.

A three-position switch lets you assign three functions to each button and hat, and a pinky shift switch on the joystick allows a second function for each stick button. You'd be hard-pressed to find a sim with more functions than you can program here. The stick can also emulate a CH F-16 Combat Stick.

The X36edit Windows programming utility is the friendliest I've seen yet (that's relative, as joystick programming software has never been better than mediocre) You're given a list of functions, such as Flaps, Jamming, and Radar Zoom, and you input the key sequences for the simyou're programming. You then assign these functions (instead of the actual key-presses) to various input switches on the stick and throttle. It's a bit of a convoluted process, but it makes fine-tuning your program files much easier when you're looking back-its far more intuitive to alter a function later when you see "Radar Mode" rather than "Alt-R."



The controls themselves are very comfortable. The throttle is probably the nicest design I've seen; its only downside is that the promised detentes weren't noticeable on the early production unit. The stick has a very smooth feel, neither too loose nor too stiff. My only gripe is the goofylooking hand guard—you're flying planes here, not swashbuckling.

APPEAL: Flight sim fans looking for a high quality, flexible HOTAS system that doesn't cost a bundle.

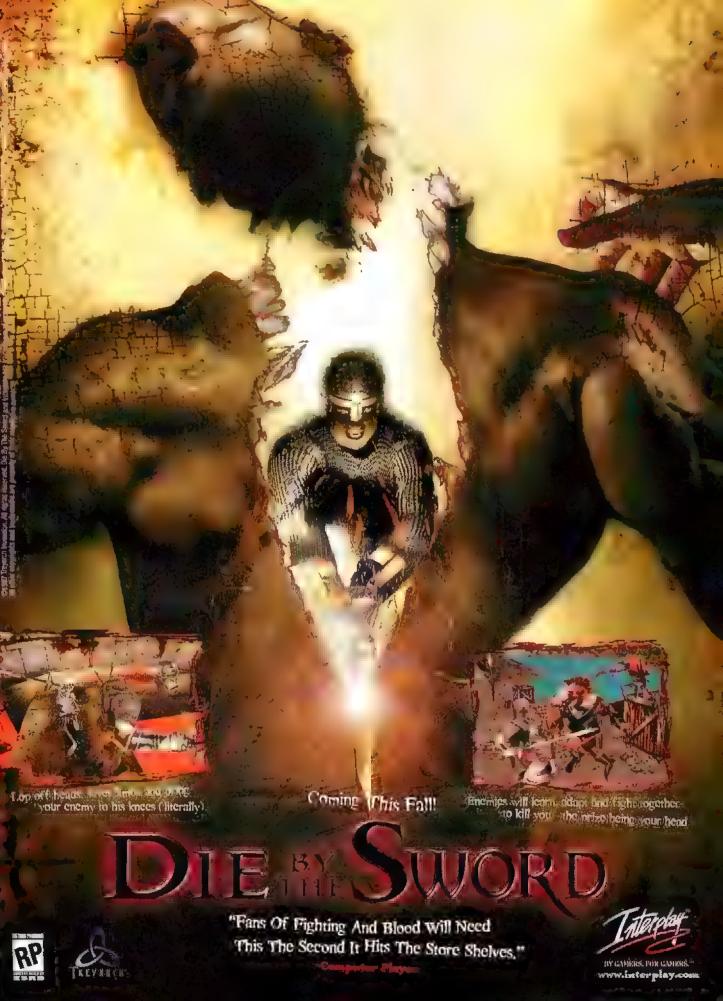
PROS: Good programming soft-

ware; comfortable; individual functions easily disabled.

cable needed to use mouse emulation



Price: X36 Flight Control
System (pair) \$150,
X36F alone \$99
X55T alone \$69
(requires X36F)
System Requirements:
Windows 3.1 or 95, game
port that supports two joyslick channes.
Vendor: Satek
(310) 212 5412
www.satek com
Reader Service #: 322





Escape. Massacre.

Complete Freedom of Movement.
Precision Killing.

"We're not talking about your standard run-and-gun four-player session here,"

beads sever limbs and bring your

"Seriously Hot!"

Comme The Part

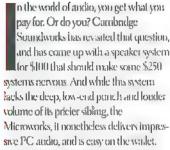
SWORD

HEADER SERVICE 1262

HARDWARE

Such a Deal

by Dave Salvator



PC Works comes at the form of two small satellites and a woofer, but these satellites are even more compact than those found on the Microworks.

Setup is painless, and takes all of five minutes. One grundling point: Though there's a single power supply, it's a "wall-wart," which eats most of an electric outlet, aither than the preferred "soap on a rope" approach. There are two volume adjusters, one to adjust bass volume on the woofer unit, and another (an in-line volume facter) to tweak the overall volume level.



ing the control off a bit produces reason-

ably loud, clean imaging. The only com-

plant is that the PC Works' stereo field

feels "focused," and is very much con-

tained within the physical space between the two satellite units.

In a comparison with the Microworks, the PC Works' high-end has comparable clarity and definition, though the PC Works' low-end and maximum volume

are clearly not as strong.

Caming audio in shooters and flight sims is solid, with more-than-adequate hass on explosions, and a clear high-end. In gaming audio uses, the PC Works'



somewhat constnet-

ed stereo imaging is much less perceptable.

Cambridge has created what may be the shape of things to come. A set of speakers for your PC that will more than fill the bill, and not erimp your budget to pay for it. And while I still would give the nod to Cambridge's Microworks, the PC Works warrants senious consideration if you're budgetchallenged but still want big sound.

APPEAL: Gamers who desire champagne-quality sound on a Budweiser budget.

PROS: Great sound for the money.

CONS: Lacks clean low-end at higher volumes; wall-wart power supply.



Price: \$99
Vendor: Cambridge
Soundworks
(800) 367 4434
www.hill.com
Reader Service #: 323

REVIEW • PANASONIC 24X ATAPI CD-ROM DRIVE

The X Factor

by Greg Fortune

I here seems to be a trend developing in the marketing of certain types of computer hardware. Rather than reporting what a device is capable of on a consistent basis, many companies have begun advertising the performance of a part based on the absolute maximum performance of the equipment, the kind of performance that you will rarely see during real-worm use. Particularly guilty of this have been CD-ROM manufacturers, who would like you to believe that their drive will give you lox, 18x, or higher performance. In actuality, these drives provide far less performance, peaking at that level only occasionally. So, guess what we found when we tested Panasonie's new 24x drive

Installation of this drive was painless under Windows 95, and the drive lives up to its claim of working while mounted on its side — a nice touch. Our WinRench 97 CD-ROM lests were run from a Pentium 166 machine with an Intel Bus-Mastering PCI EIDE controller. We expected to see about 16x performance overali, which is roughly what the drive delivered. The WinBench 97 CD-ROM tests caure in at arrayenage of 1,100 on two different machines, with the highlights being sequential throughput scores that averaged in the 2,500s and peaked at 3,500KB/see transferred (when reading from the outer tracks only).

Every give has some take, and this drive took it in the shorts performing random reads. The average throughput for randomly accessed reads averaged a scant 86KB/sec, not exactly stellar performance. CPO utilization was generally around 40 percent during the random reads, but remember those blazing sequential transfer rates? During high-speed sequential transfers the CPO utilization shot up to a

whopping 85 percent

with an impressive access time consistently just about 100 milliseconds.

Panasonic's 24x C.D. ROM does have very good performance, as long as the data is being read in large blocks from the outer tracks on the C.D. However, gaming requires more flexibility than that. Buy a drive designed to give you all-around high performance, not one tweaked so that "24x" could be written on the box. §

APPEAL: Gamers who prefer fast installs to smooth game-play.

PROS: Blazing sequential transfer speeds.

CONS:

Random access transfer speeds tank; chunky game-play; high CPU utilization.



Price: \$209
Vendor: Panasonic
(800) 726-2797,
www.panasonic.com
Reader Service #: 324



hero's shoulders are tremendous. He needs plenty of space to fight evil in every corner of the galaxy. He needs thunderous sound to keep in tune with his surroundings. He needs access to the Internet and TV to keep up to date on the universe. He needs a physical conditioning machine to keep him in speed-of-light, stronger-than-steel shape. Otherwise, he's of no use to us.





This is his fitness machine.



on't let your super heroes get lazy and lethargic - tights and a mask can only do so much. Give them the equipment to exercise their powers.

Gateway's Destination™ Big Screen PC/TV is the ultimate choice for any super hero worth his or her weight. Open your games to a whole new galaxy with the monstrous 31-inch monitor. The thumping sounds of Boston Acoustics® MicroMedia™ or harman/kardon® high-fidelity speaker systems will not only tug on your hero's cape, but yank it off if not tied properly.

Soup up your multimedia with Intel Pentium® processors with MMX™ technology, or the sonic 32-bit processing and MMX technology of Pentium® II processors. Add a DVD-ROM drive with its vast storage capacity of up to 133 minutes and the might to play kryptonite-shattering audio and video.

Join forces with your fellow caped crusaders. The wireless keyboard and Field Mouse® remote turn your living room into a hall of justice. Since they work on radio frequency, point them in any direction, even through your arch-nemesis Rover, as he plots to block your view. Ha-ha, Rover, Foiled again by the 31-inch screen and RF remote and keyboard! And all the capabilities of the Internet and TV are only a click away.

That's some serious gaming. Call today or fly to www.gateway.com and feel the power of the Destination Big Screen PC/TV — the super hero's complete fitness machine.



8 0 0 - 8 4 6 - 8 5 7 1

www.destination.com

D5-166

- Intel[®] 166MHz Pentium[®] Processor with MMX[™] Technology
- 32MB SDRAM
- 512K Pipelined Burst Cache
- Destination 31" VGA Color Monitor
- STB® 2MB Graphics Accelerator with Cable-Ready TV Tuner
- 2GB 11ms EIDE Hard Drive
- 12X min/24X max CD-ROM Drive
- 3.5" Diskette Drive
- Ensonig[®] Wavetable Audio
- ▶ Boston Acoustics[®] MicroMedia[™] 3-Piece Speaker System
- TelePath[®] Modem for Windows with x2[™] Technology*
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad® Pointing Device
- Wireless Field Mouse® Remote
- Four-Channel RF Receiver
- Microsoft[®] Windows[®] 95
- Home Software Gallery**
- Gateway Gold[™] Service and Support[®] for Big Screen PC/TVs

\$2499 As low as \$87/mo.

D6-233

- Intel 233MHz Pentium® II Processor with 512K L2 Cache
- 32MB EDO DRAM
- Destination 31" VGA Color Monitor
- STB 2MB Graphics Accelerator with Cable-Ready TV Tuner
- 6.4GB 10ms EIDE Hard Drive
- DVD-ROM Drive & DVD Decoder Card
- 3.5" Diskette Drive
- Ensoniq Wavetable Audio
- harman/kardon® High-Fidelity Sound System
- TelePath Modem for Windows with x2 Technology*
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Wireless Field Mouse Remote
- Four-Channel RF Receiver
- MS[®] Windows 95
- Home Software Gallery**
- Gateway Gold Service and Support* for Big Screen PC/TVs

\$3999 At low as* \$139/mo.



"Maximum data transfer rate dependent on certain winables including particular moderns with which you are communicating, telephone lines, communications software and communications protocols.

*The Destination 31-inch VGA manitor is covered by a one-year limited warranty. Call or write for a free copy.



800-846-8571

www.destination.com

610 Gateway Drive, P.O. Box 2000 • North Sieux City, S.D. 57049-2000 Phone 605-232-2000 • Fax 605-232-2023



The Most Respected Reviews in the Industry for 15 Years

REVIEWS



READER OUOTES

Since its release, Diaglo has been addressed as an RPG. Though a good game, it is not worthy of the RPG title. Diagno is basically a third-person shooter (as is Crusader: No Remorse) with a developed character. There is more to an RPG than character. Back when RPGs were genuine, they had a very complex world, if not worlds, to travel through. They had the famous battle sequence that relied on skill and thought, rather than reflexes. Several people were in your party at most times. Most of all, there was a story. These elements that make up the game go hand in hand, and should not be separated.

In your June issue, you addressed the new Quake Killers. I think they are

a joke. They are called "action" games, but with developed characters and a better story. Action games don't need a story. All you do is progress through levels and kill, kill, kill, anyway.

I was very impressed, though, by your article in the August issue about ION Storm's ANACHRONGY. The fact that

Tom Hall made his team play CHRONO TRISGER before starting work on [ANACHRONOX] would have been exactly how I would have done it. I hope that game companies read this and follow in the footsteps of Square, makers of the best true RPGs ever.

-Aaron P Low

COASTER OF THE MONTH



Review Quate of the Month

"Who would have guessed that 20 years of goody-two-shoes gaming could be countered by a single game?"

—Chris Lombardi, reviewing Dungeon Keeper

HOW DO WE RATE?

We only review finished products, not pre-release versions. The ratings are as follows:



Outstanding:

The rare game that gets it all right. The graphics, sound, and gameplay come

together to form a Transcendent Gaming Experience, Our strongest buying recommendation

Very Good:

A high-quality game that succeeds in many areas. It may have minor prob-

lems, but is still worth your money, especially if you're interested in the subject matter or genre.

Average:

A mixed bag, it can be a game that reaches for the stars, but falls short in sev-

erai ways. It can also be a game that does what it does well, but lacks flair or originality.

Weak:

A game with serlous problems. Usually buggy, seriously lacking in play value, or

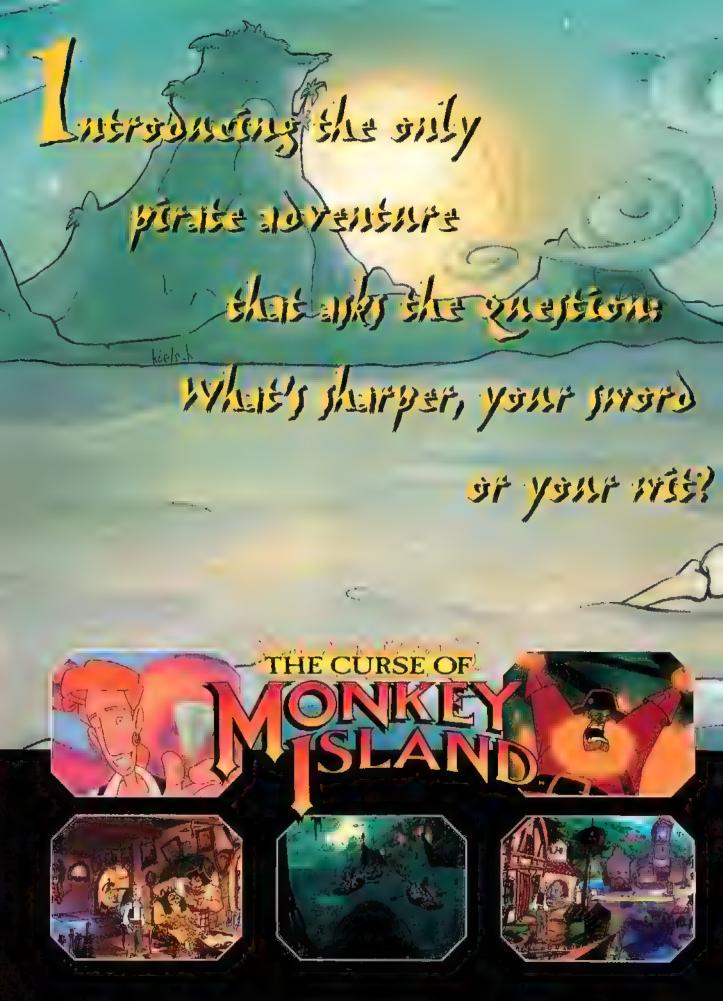
Just a poorly conceived game design -you should think long and hard before buying it.

八六六十

Abysmal:

The rare game that gets it all wrong. This is reserved for those products so

buggy, ilf-conceived, or valueless that you won der why they were ever released in the first place.





Presenting the long-awaited third installment in Lucas Arts' classic adventure series, Monkey Island. With features like 30-plus hours of gameplay, 8,000 lines of hilarious dialogue, codies of challenging puzzles, high-resolution graphics, film-quality animation and a few surprise celebrity voices. Not to mention vegetarian cannibals and a guy named Snugglecakes. So get ready to embark on a rollicking, swashbuckling graphic adventure where the seaguils have better aim than the pirates, and the sharpest weapon is your wit. For Windows 95 CD-ROM.

Check out the playable done in select magazines or download it from our Web site at www.lucasarts.com



No Appeal

Three Games in the D.A.: Pursuit of Justice Series Is Too Much Law & Order for Anyone

by Charles Ardai

t a recent high-school reunion, it seemed to me that everyone I talked to had become a lawyer, No supermodels, no computergame designers, no presidents of the United States. Enough attorneys, though, to staff a president's cabinet, his supreme court, and his

personal legal-defense fund

This either bodes really well or really badly for a game series like Legacy Software's D.A.: PURSUIT OF JUSTICE DA, easts you as an up-and-coming prosecutor in the office of Los Angeles District Attorney Frank Jarrett. To take over Jarrett's job, you've got to prove yourself by getting convictions in three increasingly difficult cases. The gimmick here, as in Sterra's long-running POLICE QUEST series, is that the gameplay is procedurally realistic. No Perry Mason theatricality; no quaint, Matlock-like charming of the jury-just textbook law of the sort you'd find in a law school classroom.

Judging by the apparent appeal of law school to my fellow alums, such an approach might be a popular one. In practice, though, I wonder whom this game will appeal to. Not everyone who goes to law school wants to practice law, but I suspect that everyone who wants to practice law does go to law school. For a lawyer or a law student, playing D.A. would be as much of a businan's holiday as playing a POLICE QUEST game would be for a cop. And while I can imagine a casual John Gusham reader getting excited if the game featured conspiratorial legal skullduggery, how excited will be get when he discovers that his first case focuses on a drunk driver arrested for plowing into a bus stop bench?

Christina Taylor Publisher: Legacy Software Los Angeles, CA (800) 532-7692

None.

www.legacysoft.com Reader Service #: 327

Price: \$29 99 each

Regulrements: P75 (P133

recommended), 8MB RAM (16MB recommended)

Windows 95, SVGA graph-

ics, 4x CD-ROM, mouse.

supports Windows-com-

Designer: Craig Brannon,

oatible sound card Multiplayer Support:

15MB hard-disk space

Minimum System

IN THE 2ND DEGREE

Nearly two years ago, Broderbund released a very good (though not very successful) game called IN THE IST DEGREE. Produced at the height of the O.J. Simpson trial, that game focused on a high-profile interracial murder case, and leavened the legal proceedings with lots of social sature. There is no sature here, and instead of one somewhat lurid case you have several cases that are far more mundane. In almost all other respects, D.A. could be a sequel to INTHE IST DEGREE.

Both games play out entirely in fullscreen video, featuring strong production values and good actors in the roles of defendants, witnesses, judge, jurors, and so forth. Both games ask you to compile evidence and analyses and then use them at thal. Both feature visits to the scene of the crime and interrogations of witnesses in the pretrial phase, followed by examination and cross-examination in front of the judge, all over the course of several timed game "days."

After preparing your case (see the sidebar), you go to trial. First you call witnesses and select legally appropriate questions from multiple choice sets that include inappropriate questions; next you select relevant precedents to cite in response to objections raised by the defense attorney; then, when the defense asks anappropriate

questions, you get to object; finally you get to cross-examine the defense's witnesses. The computer manufactures your opening and closing arguments automatically, based on what you've done up to that point.

If you have too little evidence, the judge dismisses the case; if not, you either win or lose. Either way you get a rating on your performance. You can then replay the case to





LAWYERS, GUNS, NO MONEY Broderbund's IN THE 1ST DEGREE (top) and Legacy's D.A. [bottom] do look and play similarly.

improve your rating or go on to the next case. You don't have to wait until you've won one case before going on to the next. There is some bad news, though: You have to buy each case separately

LEGAL EXPENSES

Imagine if each level of DOOM were a separate shrink-wrapped title, or if you had to purchase each subquest in a standard adventure game like NOR or CALLAHAN'S CROSSTIME SALCON



STOP THE EXCITEMENT Maybe the reason that your boss. Frank Jarrett, wants to retire is that 80 percent of the cases he's seen in 20 years are drunk driving cases-lust like your first, The Sunset Boulevard Deuce.



DA: PURSUIT OF JUSTICE • REVIEW

separately. That's what this is like. None of the cases here is good enough to stand on its own; to the extent that the game is appealing, it's largely because of the development of your career over the course of several cases. The first, THE SUNSET BOULEVARD DEUCE, is the drunk driving case, and it's almost laughably introductory. The second, THE GATSBY DIAMOND JEWELRY THEFT, 1915es the stakes, but only a little: A theftinclined debutante steals a car and the diamond necklace it contains. The last, THE RAY TAPTOO MURDER, finally wakes you up with a bit of homicide, but even this case isn't great courtroom drama.

The full game (the series) comes on eight CDs, and with tax it will cost you about a hundred dollars. How could at possibly be worth that much? Of course, you could skip cases I and Z and jump night into the murder. But as long as you're doing that, why not skip all of them? Instead, pick up the much superior IN THE IST DECREE at discount. Then, If you're really serious, save the rest of your money for the tuition downpayment to Georgelown.

APPEAL: Anyone who thinks Law & Order is too exciting.

PROS: Nice production values and FMV spice up the daily legal grind.

CONS: Too much realism and too little control

over gameplay; having to buy each case as a separate game makes the total cost as painful as hiring an actual lawyer.



Proparing a Brief

.A. differs from other courtroom games by giving you better tools for organizing your case before the trial, but it allows you much less freedom to actually do things. The tools include a terrific interface for ordering a variety of tests on evidence (such as fingerprint, bandwriting, or chemical analysis) and for constructing a legal case. by selecting specific pieces of data as being relevant toward supporting the assertions you'll need to make in court. In the drunk driving case, for instance, you have to choose separate pieces of evidence to support vour assertions that it was the defendant who was driving, that he was driving a motor vehicle, that he was drunk, and so on.

However, when you visit the scene of the crime, it's just a still photo of the location—you don't get to interact with the scenery in any way. In 1st Degree, you conducted interrogations yourself, selecting which questions to ask a witness. Here, the interrogations have already been conducted and videotaped by the police, and all you get to decide is which videotape to watch.

And, in practice, you have to watch all of them. Similarly, in the police evidence room, you basically

have to pick up all available pieces of evidence and scan them into your "Case Constructor." Because you have to click on not some, but all. the videotapes and not some, but al, the evidence, D.A. often feels less like a game than a mechanical exercise. The ticking clock imposes some urgency—days slip away unbe-Levably quickly, and you get only four before you have to go to trialbut otherwise the game feels automatic. It's also arbitrary: Why the maximum of 20 facts in the Case Constructor? In what real-world case would a prosecutor have to choose between two equally Important facts because he wasn't allowed to go to court with 21? Perry Mason must be spinning to his grave.



VIRTUAL PARALEGAL The Case Constructor is your road to judicla, success—provided you use only 20 pieces of evidence.





USE YOUR BUILTS WASFIY YOU MAN WANT TO USE THE LAST ONE DAY YOU HAGE LA







Arguably the pest PlayStation game of all time is now available for the

PC in its original uncensored entirety. It's bloodier, more violent and contains all the gruesome never-before seen footage that was cut out

of the console version. Part of you will want to uncover the grisly mysteries that dwell within. Part of you will wish you never set foot inside

NOW AVAILABLE FOR THE PC

Visit Your Local Retailer of Calls

CARCOM



www.vic.com

Requires one of the following 3D cards: Metrox Neystique: Diamend Monster. Orchid Rightenus Carlopus Total 3D, Greative 3D Blaster or Intersports Intense





Death and the Maiden

Don't Call This Wickedly Funny and Brutally Intense Game a Crusader Clone

by Robert Coffey

EAT PUPPLT's isometric shooting action and its fernale protagonist ringht cause some to dismiss il as an unorigi nal CRUSADER knockoff (CRUSADER: NO Y CHROMOSOME), but such an assumption would be unfair Misat PUPPET is different, distinguishing itself with a dark sense of humor; brutal, macabre enemies, and a heetic style of gameplay all its own. Playmates Interactive has itself a killer title. . . in more ways than one



After attending a party, our heroine, Lotos Abstraction, wakes up with no memory. A mysterious figure known as the Martinet has erased her mind and implanted several get sacs filled with chemicals under her skin. As Lotos, you must follow the orders of the Martinet and assassmate the leaders of six corporations, lest he detonate the get sacs, resulting in a rather messy total body meltdown. Helping you is Durnaine, a digital assistant and fellow hostage. Succeed and you can confront your oppressor. Fail, and...well, you'd better get a mop.

Wielding a vertiable Swiss Army knife of a gun that is capable of functioning as a flamethrower, machine gun, and rocket lanneher—armong other things—Lotos wreaks havoe across a beautifully blighted landscape. Three different resolution settings all deliver stunningly detailed graphics, but the highest setting is something really special, rendering a

gargeous gameworld. The rich detail is evident in sline-slicked sewer walls you can practically feel and cavernous chambers where highly glossed floors mir nor the towering walls. The fire effects are tremendously cool

ABSTRACT ART

The look of MEAT PUPPET sets it apart from CRUSADER—or any other game, for that mutter It is a much more vertical game than CRUSADER, with rooms that soar and provide different planes for action

Platform gaming conventions play into several areas emphasizing jumping, particularly in a series of rooms that feature trampolines

A dark, over-the-top sense of humor colors the physical gameworld but is most evident in the inventive army of adversaries facing Loios. Evil nannies called Mucklewraths puff on eigarettes and mutter "Where's a man when you

NICE PLACE TO VISIT, 8UT...The world of MEAT PUPPET is chock-full of menace, but the SVGA graphics are easy on the eyes. Note the level of detail in the painting near Lotos.

need one?" before herding their bonesaw and scalpel-wielding toddler charges after you. Borglike Whapmasters, canmbalistic sewer abominations, and whimpering guant brains round out the 30-odd enemies. Unfortunately, the creative wellruns dry a lattle later in the game when you face enemies that are just wellarmed humans. All the enemies boast a daunting Al; they run away when over-



Price: \$49.99 Minimum System Regulrements: Pentum 100 or better, Windows 95, 16M8 RAM 85MB hard-drive space 2x CD-ROM drive, Direct Drawcompatible SVGA-graphcs video card (2MB video card recommended), mouse Direct Sound-compatible sound card Multiplayer Support: None Designer: Kronos Digital Entertainment, Inc. Publisher: Playmates nteractive Entertainment, Inc. Costa Mesa, CA (714) 428-2112

www.playmatestoys.com Reader Service #: 328

MEAT PUPPET TIPS

fying your innards. These tips might keep you alive long enough to ince yourself and example the property of the state of

behind you and then temp 'em. Scare toddlers ball to the Mucklewist

pathered todolers as they run around screaming.

Use the environment as a weapon, shand near fire jets to lure not-too-bright

- Company of the Comp

whelmed and coordinate withering group attacks. A host of environmental hazards, including wicked whips, fire jets, and ridiculously gigantic guns add to the challenge.

KILLER MOVES

Keyboard commands or a combination of mouse and keyboard can be configured to maneuver Lotos. But since the mouse is used for shooting in both, mouse mode is the only practical option, since the need to hold down multiple keys while whipping the mouse around will challenge any gamer lacking a prehensile tongue. While Lotos canfront- and back@p, as well as roll to either side, she has significantly fewer movement options than the CRUSADER hero. Since Lotos finishes rolls by facing a slightly different direction and standing upright again, rolling across rooms and using cover asn't an option, Fanicky controls also make lining up jumps frequently frustrating

Shooting is simple: The mouse's targeting reticle turns red over any destructible object. Click the mouse and fire. The main drawback here is when enemies get obscured by a column, yet are still in Lolos' line of fire. The reticle won't target them no matter what, apparently "seeing" only the column, which isn't destructible. In these cases, enemies can shoot away without fear of retaliation.

BEAT THE CLOCK

And shoot they will, for the action in MEXT PUPPET is nonstop. Lotos is under constant assault as she leaps and sprints her way to switches, animo, and powerups. Armor provides some protection, but at a price—recharging it requires electrocuting Lotos and taking some damage. With the Martinet threatening to kill her if she doesn't assassinate quickly. Lotos is in a literal race against time. While this adds a definite sense of urgency to the game, it also proves to be its biggest drawback.

Gamers intent on blowing away everything and getting every powerup will likely run out of time and die. You II have to leave a lot of creatures alive, but does anyone really play this sort of game without intending to indulge in a bloodbath? This time constraint is compounded by the sprawl of the gameworld The embassies are huge, and frequently confusing, and backtracking is often required. Included maps will speed your fourney, but shortchange playing tame. Every room presents unique challenges, but you'll find yourself skipping the unnecessary ones while racing dual clocks for multiple assignments. An option to shut off the clock is defautely in order

MEAT PUPPAT's other shortcomings are niggling things, and don't detract much from the absorbingly violent gameplay. Death animations come in just two varieties, doubtlessly due to Lotos' limited arsenal. Only specific objects can be destroyed, resulting in rooms that remain relatively pristing despite a barrage of bombing. Unconscious enemies are inexplicably invulnerable to attack, even with mini-rock



SHOCKING BEHAVIOR Recharging Lotos' armor is a simple matter of finding a blasted fuse box and Indulging in a little self-electrocution



TERRIBLE TANDEM Carry out all your assassinations and you'll get to square off against the Martinet and his little buddy. With luck you won't end up another bloody splotch on the wall

ets, until they get up again. As Is the case with CRL SADER, there is no multiplayer option

Fiven with the time limit and funky controls, MEAT PUPPET has plenty of maybem to offer action fans. The colorful assortment of enemics, obstacles, and puzzles keeps gameplay fresh and fun This is no CRUSADER clone, it's a good game in its own right. §

iny beasage to the same the same that the sa

The verious cannons and turnes in Distopia por a bigger threat than the Wenches of Distopia. Knock the Wenches down with a rockly bigst, quissing the constraint constraints.

regalit consciousness

Constitution of the constitution of the constitution and use your new knowledge to lay waste to all

► APPEAL: Gamers hungry for an action-packed, darkly funny, third-person shooter.

PROS: Addictive, violently frenzied gameplay; great sense of black humor; impressive graphics and animation; wildly entertaining assortment of victims and obstacles.

CONS: Time limit for missions

shortchanges exploration and gameplay; touchy controls complicate portions of the game; limited movement options reduce strategies.



A GOOD 7TH LEGION RECRUIT









Resysted Now voracious hand of ruthless mercenaries gets ameries as they collect multisted bodies for cold hard coult



ENARCEY. Wage war with up to 4 legious via modem, LAN or internet—then, deploy action element cards to wreak havoc on enemies.

ALWAYS SALUTES HIS VICTIM.



SCREAM through combat strategy and savor every GUT-WRENCHING moment of annihilating your enemy. With rage in your veins and ASSASSINATION on the brain, be prepared to command this 7th Legion" battalion in the ultimate UNTAMED DEATH FEST. Because once you're in-it's all about balls-to-the-wall real-time combat action. where "paying your respects" is done with a dignified SINGLE FINGER SALUTE.

THE PROSE

WWW.mistebisco.com



THILEGALIN

AVAILABLE ON WINDOWS SE, VISIT YOUR LOCAL RETAILER OR CALL: 1.800.695.GAME 24 HOURS (U.S. AND CANADA)

CIRCLE READER SERVICE #196



Fast Beat

A Futuristic Ride of Ups and Downs

by Mark Clarkson

magine screaming down the gnarliest slide at your local water park in a jet-powered luge. At night, in a thunderstorm. Oh, and there are gaps in the slide, and a dozen other guys are jet-luging along with you, hurling bombs and rockets at each other and at you. Set it all to a pounding techno beat, and you've got my first impression of WIPEOUT XL.

The game's actual setup has you piloting a futuristic, anti-gravity race car over narrow, twisty, banked race courses. You jump gaps, ride high on the walls, and work the air brakes to slide through turns—it's furiously frenetic, purely areade action.

FAST BREAK

WIPEOUT XL is fast and it's gorgeous. I played the game on a P133 running an Orchid Righteous 3D, and a P133 with a Diamond Monster 3D. (WIPEOUT XL requires hardware 3D acceleration.) Even at 640x480, the textures look remarkably clean 'There are weather effects including lightning, rain, and snow. I would have liked to see better explosions, light sourcing from the weapons, and shadows that are darker than their surroundings (rather than

lighter), but none of these faults detracted from the gameplay. The game sounds pretty good, too, in full Dolby Surround.

You choose from four different craft with different attributes, which you sleer with mouse, keyboard, or your trusty analog joystick. If you can win every race by dint of sheer reflex, great. If not,

WIFEOUT XL provides you with a plethora of fun weapons: salvos of rockets, sizzling electrical bolts, guided missiles, mines, bombs, and the awesome Quake Disruptor, which churns the track like a giant shaking out his bed sheet. These weapons drain opponents' shields, slow their craft, and even destroy them. But rest assured. They'll be doing the same to you.

Watch your shield strength. If it drops too low, swing into the pits: an alternate loop of track where your shields recharge on the fly, à la DESCENT.



SECOND TIME'S A CHARM WIPEOUT XL Is the PC part of the PlayStation hit. The first WIPEOUT part was terrible, but this port is actually pretty good.

The second, and real, problem is XLs lack of head-to-head play Hell, even the PlayStation version has head-to-head racing. Psygnosis says a multiplayer patch is on the way, though, with Internet, LAN, and modern support.

The game also had a slew of minor technical annoyances, It wouldn't recognize most of the buttons on my CH F16 Combat Stick, and had ongoing, varying problems with my CH pedals. It wouldn't run in 800x600 resolution and, for some reason, it always turned the sound off in Wandows 95.

WifeOUT XL is a little limited. There are only six tracks—eight if you're superman. Still, if NEED FOR SPEED can't satisfy you, WIFEOUT XL could be your ticket to the fast track.

PAPPEAL: Those searching for pure, fast areade action.

PROS: Good graphics and sound; blindingly fast racing action.

Fechnical glitches, too few tracks, and no headto-head play.



Price: \$49.99
Minimum System
Requirements: Pentum
133 (P166 recommended), Windows 95, 16MB
RAM, 2x CD-ROM drive,
4MB 3D accelerator
(3Dfx 3D tabs Permedia,
Videologic Power VR,
Rendition Venite Matroc
Myshique, or ATI 3D
Rage), Sound Blastercompatible sound card
Multiplayer Support:
None.

Designer: Psygnosis UK
Publisher: Psygnosis
Foster City, CA
(800) 438-7794
www.psygnosis.com
Reader Service #: 329

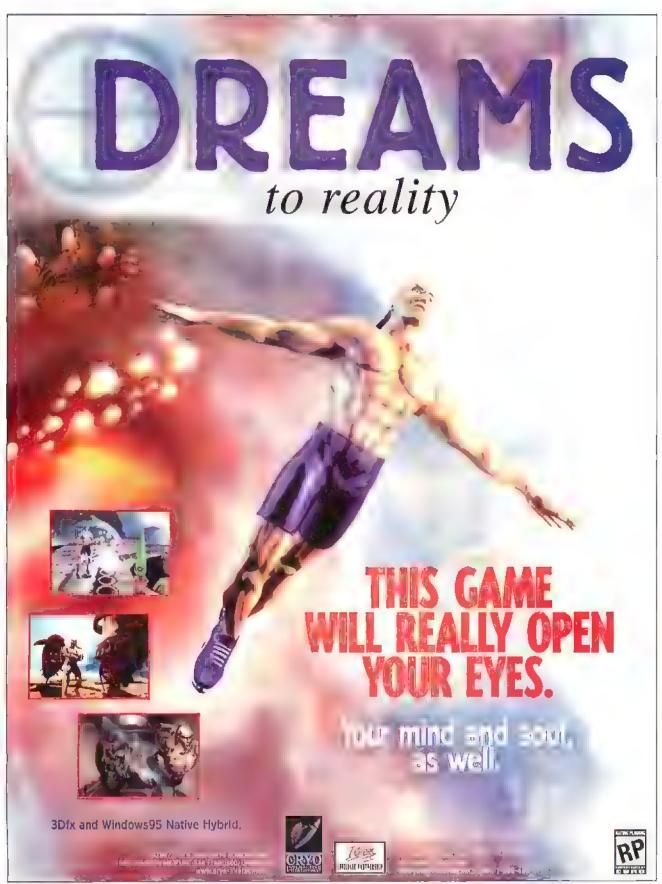


POWER UP You can pick up weapons, and other power-ups in the game, including shields and turbo boost, by running over special marks on the track.

WIPED OUT

Unfortunately, WIPEOUT XL does have some problems.

The first is a pain for some, and a challenge for others: The game is hard WIPEOUT XL has six tracks: two easy, two tricky, and two difficult. Come in first in all six races and you face the Arcade Challenge: same tracks, tougher competition. Take the gold again on every track, without finishing fourth or worse more than three times, and two new, really-damn-hard tracks appear. Good luck



Dreams to reality: a visually spectacular action-adventure game in real-time 3D. Live out your wildest, most vivid dreams... if you dare.



Let the Blood Fly

Could Interplay's Gory Racer Be the Ultimate Racing Game?

by Peter Olafson

omewhere along that stretch of country highway, between plowing through a herd of cattle and discovering that my readster wouldn't make that monster loop-de-loop, it occurred to me- it's been a long time since a driving game has been as much fun as CARMACEDDON.

This racer is like DUKE NUKEM 3D, as played from Inside a senated pseudo-Corvette. It's got the gibs, it's got the paguant detail, and it's got the personality.

You're one of six participants in 36 open-ended races carved nut of five brawny 3D worlds (city streets, the beach, the American West, an Aspenlike snowy hideaway, and a treacherous factory) where speeds surpass 300 kph.



How you win is up to you. You can destroy all of your opponents by beating them to an automotive pulp — which this game's progressive damage illustrates perfectly—or by pushing their carcasses where the sun don't shine. You can kill every pedestrian on the streets. Or you can tick off the checkpoints in the right order and reach the fimsh line before an unforgiving clock runs out.

Any type of interesting chaos you can wreak along the way will grant you either an extension or add to your bankroll. A good head-on collision? Why not? The little old lady with the walker? Run her over The streets are fairly thronged with pedestnans who shnek and flee upon your approach, and obligingly turn into chum on contact. A multiple somersault over one of the omnipresent striped barricades, or a 20-story leap of faith from a downtown office building? Do both.

All are standard operating procedure. Your starting car (others can be acquired along the way) is happily durable and bottom-heavy, and can take a good amount of abuse before it begins spouting smoke.



STEAK TONIGHT? CARMAGEDOON's most hilanous feature is the comedic excess of violence. You gain bonuses for the more outrageous displays of gore and mayhem

There's very little not to like about CARMAGEDDON. It has a range of aggressive opponents; a great, crunchy metal score and a symphony of sound effects; pointed and profane commentary from your Jay Leno-like driver; and small touches like skidmarks, bloody tire-marks, and delicate handling on grass and underwater. It also has a richness of off-road scenery and free-form structure I haven't seen since TEST DRIVE III.—a rekef after the raft of recent "frough" racers.

I expect someone, somewhere, will make a fuss about the voicince. It won't be me. While this would be a good racing game without the gore, it would be just a racing game, instead of the silly, magnificent black comedy at has become.

FINAL LAP

That's not to say that it couldn't be improved. The other drivers appear to key on your car and seem less interested in each other. The shop where you can inpgrade your car between races is sadly generic and underdone. (Where are the James Bond staples like machine guns, rocket launchers, mines, and oil slicks?) Pedestrian targets also needn't be quite so helpless. Sidearms and sinpers would have been a nice touch.

CARMACEDDON could also be a bit cleaner The hi-res DOS version simply didn't work on my Pentium rigs. On later tracks, the game had a tendency to freeze—sometimes for just a few seconds and sometimes for good. And, on one machine, invoking the comical replay mode sometimes seemed like daring the game to enish.

But the few problems I had with CARMAGEDDON never overrode its addictiveness, nor stopped me from playing, and I wound up answering each crash of the program with a dozen souring ones of my own. CARMAGEDDON is the land of game that most racing titles only wish they were: the fun kind \$

>APPEAL: Hacing devotees with strong stomachs, fans of Death Race 2000, and people who think crosswalks are really crosshairs.

>PROS: We don't have the space.
Just about everything you could want in an arcade driving pame.

>CONS: Al isn't the brightest; shop is out of stock; treeze-ups get to be a nuisance.





Price: S49 Minimum System Requirements: Pentium 90 or faster. Windows 95 or MS-DOS 6 2, 8MB RAM (16MB for Windows 95 version and network play) 4x CO-ROM drive 20MB hard drive space, 1MB VGAgraphics card (SVGA recommended) supports Sound Blaster-compatible sound cards, Microsoft compatible mouse joysticks, and steering wheels (Thrustmaster, Mad Calz, and Performa) Multiplayer Support: 1PX Designer: Stanless Software Publisher: SCI/Interp.ay

Irvine. CA

(800) INTERPL

www.interplay.com

Reader Service #: 330







RECKONING

Coming september 29



1.800.747.2642 ext. 300 www.deadreck.com





A new parapastics on 30 action from the greaters of Harotic and Hoxen.



5 unique multiplayer games for up to 8 piayers, including Assassin, Arsenal, Kill at Will.



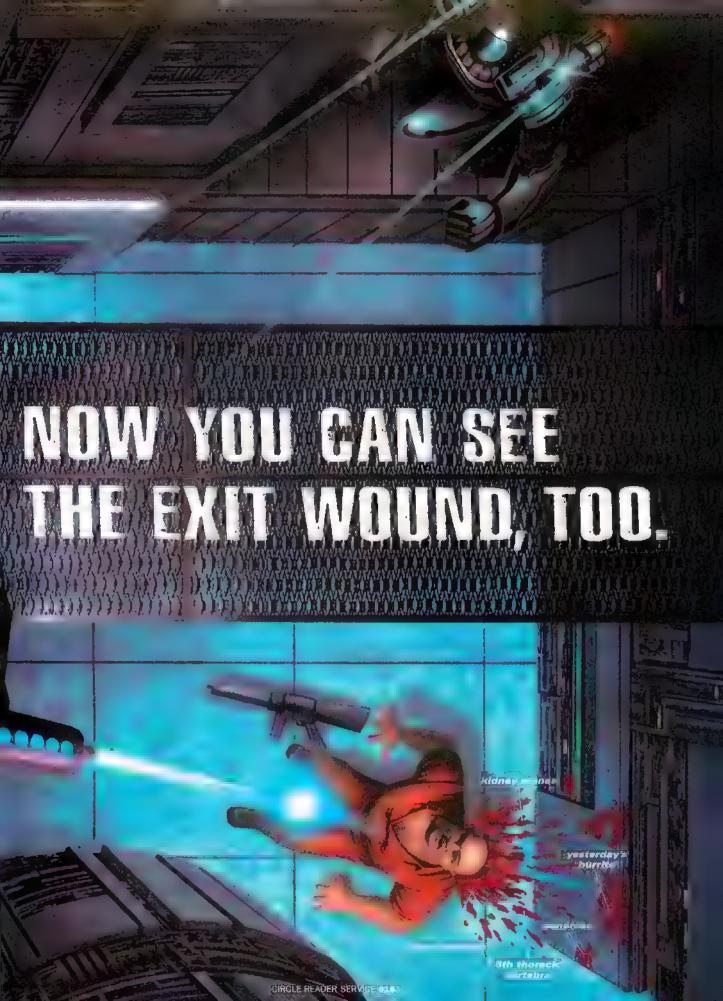
22 twisted enemies, each with unique combat. behavier, plus 21 bene-shredding weapons.



20 non-linear territories: no set path; explore different territories before completing previous enes.

Zoners. Radioactive waste. Psychos with Gaues: Guns. Welcome to post-apocalyptic hell on Earth. Your only chance to see tomorrow is to fight your way into the Dome and steel the secrets of survival. At least you've got one thing going for you: unique everheed views that allow you to see the entire 3D world and everyone in it. So now you am blow away enemies whether they are one estwalk above or on the ground below. But watch your back because death is all around you. Coming this October for Windows' 95. Download damp at www.takenoprisoners.com







Slapstick Fighter

Midway Brings Kombat to a 3D World of Cheesy Gods

by Kelly Rickards



AR GODS,
Midway's illreceived 3D coinop fighting game,
has finally been
ported to the PC.
The good news is
the PC port is just
about areade perfect. The bad

news is that it suffers from the same deficiencies for which the areade game was criticized

Basically, WAR GODS is nothing more than a polygonal MORGAL KOMBAT with a few added bells and whistles. Need proof? To begin with, the storyline in WAR GODS adheres to the MORTAL KOMBAT school of melodramatic, overwrought narrative and comy themes. Billions of years ago, an alien being's cargo of life-giving Ore crashed on Earth, scattering it over the molten surface of the planet. Through the millennia, ten humans came into contact with the Ore and were transformed into (insert drum roll here) Super-Evolved Warriors. These Warnors are the War Gods, and their destimes are intertwined, forcing them to confront each other in battle

Don't even concern yourself with this bogus storyline.

CHEESE FACTOR

As with most arcade fighting games from Midway, the AI in WAR Goos' single-player mode is cheap to the point of being unfair. The CPU-controlled Gods fight with a technique known in the arcade fighting world as "turtling." The dreaded turtle technique is when a player blocks and positions their character in such a way that the opponent can do very little or no damage. As soon as the turtler sees the turtlee commit a mistake, be attacks. This infinitiating procedure forces a player to be aggressive while the turtle player simply waits to

attack with little or no risk, Fighting aganist a human turtler ls difficult enough, but battling it out with a CPU player (who atways attacks with perfect timing, executes the most damaging combos, and takes balf the damage of the human player) is just

too frustrating. Even if the game is played on its easiest difficulty setting, a novice player will struggle for a while before winning. Do yourself a favor and play against another human player.



WARPED GODS WAR Gobs is Midway's testbed for 3D fighting.
 It's an arcade fighter that's been ported to the PC almost perfectly.
 The gameplay is shallow, but still fun.

MORTAL KOMBAT 4?

As I said before, WAR GODS is basically 3D MORTAL KOMBAT. Although the characters are different. WAR CODS has more similarities to MORGAL KOMBAI than differences. Some of the MORTAL KOMBAT hand-me-downs include: basic moves (uppercuts, sweeps, and the like) that are performed in exactly the same way; special moves and fatalities, also performed in exactly the same way as in MORIAL KOMBAI'S 1-3; and the ominous voice samples and sound (deep-voiced announcer, moody music, over-the-top groans, whelps, and cries of pain). By the way, did I mention this game is a lot like MORTAL KOMBAI?

Now, although WAR GODS isn't the greatest fighting game around, it does have some redeeming features. The basic gameplay in WAR GODS is similar enough to MORTAL KOMBAT that fans of that series can just jump in and have fun

with the game. One of the (few) things I enjoy about MORTAL KOMBAT is how the game doesn't seem to take itself seriously. The way MORTAL KOMBAT presents even the most basic move with an overthe-top outrageousness has a certain entertainment value in itself, and WAR GODS is stamped from the same humorous mold. And while WAR GODS lacks the tactical precision of STREET FIGHTER (my favorite fighting game series) or the graphic flair of VIRTUA FIGHTER, it is easy to enjoy for casual fun. Just be sure to bring a friend along or you're toast. &

▶ APPEAL: Fans of Montal Komear who have been waiting for the game to switch from 2D to 3D.

▶ PROS: Gratuitous violence; cool fatalities; polygonal graphics; overthe-top humor.

COMS: Gratuitous violence; CPU

too hard on even the easiest difficulty settings; gameplay lacks some of the precision seen in other 3D fighters.





Price: \$29 99 Minimum System Requirements: Pent um 60 (P120 recommended) Windows 95, 12MB RAM (16MB recommended), 2x CD-ROM drive (CD must be present to play) DirectSound-compatible card, DirectX-compatible Local Bus SVGA-graphics video card, supports Gravis PC game Pad Pro. Gravis GriP or other DirectX-compatible multiplayer adapter Multiplayer support: Hot seat (2 players) Designer: Midway Publisher: GT Interactive Software New York, NY www.ntinteractive.com (800) 469-5961

Reader Service #: 331

FORMULA 1





Psygnosis the Psygnosis logo; Formula 11 and Formula 1 Championship Edition are trademarks or registered and entering are O1990-7 Psygnosis Md. AML RIGHTS (RESERVED)

CARCHE READER SERVICE #247

IF GUNS FAIL, BRING IN DOGS.

IF DOGS FAIL, BRING IN TEAR GAS.

IF TEAR GAS FAILS,

BRING IN HELICOPTERS.



Walcome to the world of Danyl F. Gales and the LAPD. Here, a



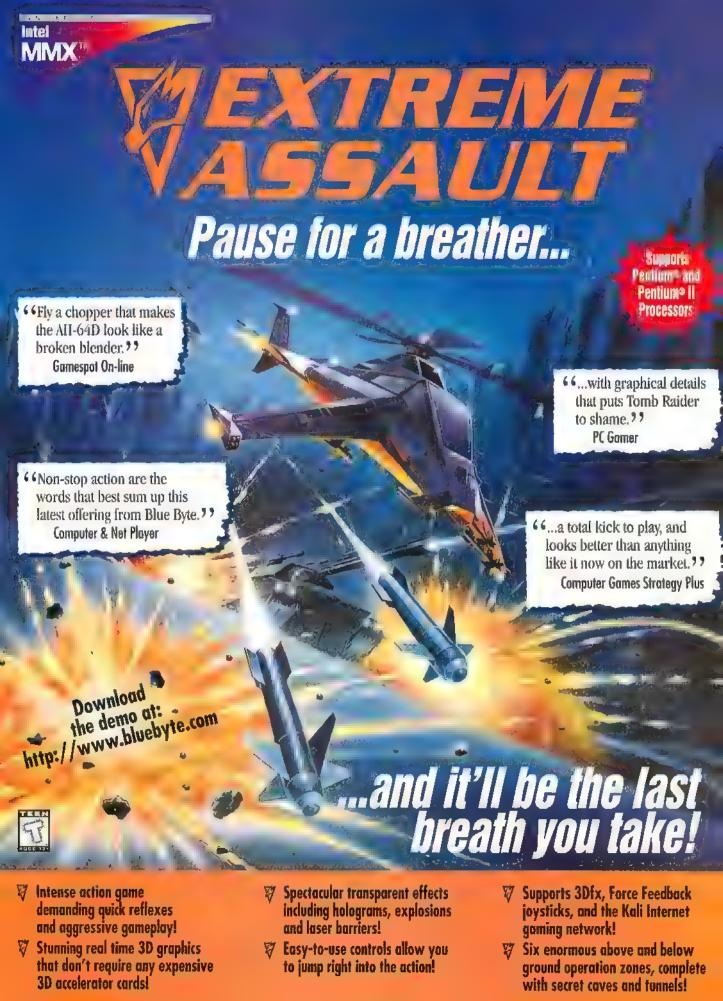
thin blue line separates law-abiding society from kooks, crazies, terrorists, sociopaths, drug fords and gang bangers. The choice is yours, Join the good guys and learn LAPD SWAT tactics, strategies and scenarios. Or become one of society's miscreants, and take it to the establishment with bombs, grenades, and tocket faunchers. Alone or on-line, no two missions are alike. All you have is your mental wherewithal and a steely resolve to keep your drawers.

IF HELICOPTERS FAIL,

BRING IN THE NEGOTIATION TEAM.



CIRCLE READER SERVICE #357







Battle up to three of your friends in the unique multi-player levels!

EXTREME ASSAULT IS AVAILABLE NOW

For more information call (800) 933-2983 Please mention source code SWPCGW997

© 1997 Blue Byra Schware. All lights reserved. "Extreme Assault" is a modernark of Blue Byra Settware. MAX and the MAX agg are traderstaks at infor Corporation. All attent company and product monest used in this public atom are tradermales or registered bademaals of their respective companies.

GRAND PRIZE

Extremely Cool Falcon Northwest Mach V™ Computer System (Approx. retail value \$5000)



200 MHz Pentium® Processor with MMX™ technology • 32MB RAM • 3.1 GIG Hard Drive • 21" Man for • 16X CD-ROM drive • Oversized speakers with Dolby Surround Sound

FIRST PRIZE

\$2500 Shopping Spree at CompUSA®

5 THIRD PRIZES \$500 Shopping Spree at Electronics Boutique®

250 FIFTH PRIZES
Extreme Assault™ Embroidered Flight Jacket

5 SECOND PRIZES \$1,000 in Extremely Cool Cash

100 FOURTH PRIZES ThrustMaster® Millennium 3D Inceptor™ 500 SIXTH PRIZES

Extreme Assault™ T-Shirt





"The Extremely Fool Sweepstakes" Difficial Rules

The Entromady Ecol Sweepstakers' Official Rules
No hardware biterstowy

1. To faiter Maryl print name, nobless 8 sig code on official enter form, or use 3" x 5" paper 8 hard print the entrolling
1. To faiter Maryl print name, nobless 8 sig code on official enter form, or use 3" x 5" paper 8 hard print the entrolling
1. To faiter Maryl print name, nobless 8 sig code on official enter form, or use 3" x 5" paper 8 hard print the entrolling
1. The faiter Maryl print name, nobless 8 sig code on official enter form is a dodless of your favorite step
1. The faiter faith official prints of the faith of the faith

Blue Byte Saftware, Inc. = 870 E. Higgins Road, Ste. 143 = Schaumburg, II. 60173 Phone (800) 933-2983 = Fax (847) 995-9956 = http://www.bluebyte.com

CIRCLE READER SERVICE #175





Tony the Tired

Stormfront's Tony La Russa 4 May Need Some Time on the Bench

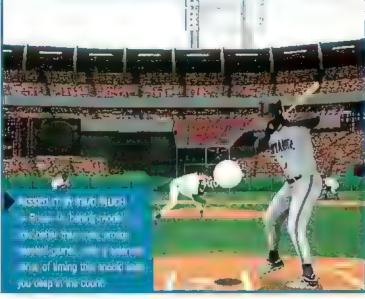
by Jim Gindin

ONY LA RUSSA BASEBALL 4, the latest version of Stormfront Studios' wellregarded baseball simulation, is an exercise in frustration. I found myself surprised by its ability to produce fairly realistic numbers in a very short amount of time. Lwaspleased with its attempt to provide full league support, a complete fantasy draft, and career play with a hint of minor-league development. But I was mitated with slow areade play, sloppy stat-keeping, and an inability to blend mokie careers with established Major Leaguers. There's quite a range of function here, some of it implemented with surpasing depth, but inconsistency spoils the overall package

HERE'S THE PITCH

Pitching is the beart of any areade baseball game. In LA RUSSA 4, the pitcher begins the play by selecting from one to four available pitches. Crosshaus appear in the strike zone, then there's an endless amount of toe-tapping and batter shuffling while the pitcher waits to began his windup. You can move the crosshairs to direct the pitch until slightly after the pitcher releases the ball. The pitch heads toward the selected area, affected by the pitcher's fatigue and his control rating. For the most part, pitches look fairly realistic - sliders suddenly drop as they approach the plate, and curveballs bend slowly, according to their spin. But fastballs, change ups, and sliders never move from side to side, and a hanging curveball or slider is treated exactly like a belt-high change up.

Flitting, as in most games, is an exercise in timing a button-press as the patch approaches the plate. Stormfront did a great job with this, giving you a sense of pitch location just before it's time to swing. If you wait just a tiny bit too long,



you'll be a split second late to make contact. Because of this, LA RUSSA 4 is the only areade game I've played where I found myself going deep into the count against the computer pitcher. If the patch is in the strike zone, and your swing is well timed, you'll almost certainly make contact. There really un't a sense of great contact versus mediocre contact, and ball direction and distance are more a reflection of the hitter's profile than an understanding of physics. But, all in all, if it weren't for the extremely slow speed of this game (even at its fastest settings, with

stadium detail turned off), this would be an excellent batterpitcher interface. The pitchers and hitters look very realistic, with movicile animation of the warmup, windup, and swing. There's no differentiation among players, however, except for uniform and skin color.

The fielding interface is not as good. Fielders simply don't move very well in proportion to the size of the stadium. If a ball is hit right at a player, there's enough time to make the catch, throw the batter out at first base or even complete the double-

play. If the ball is out of reach, however, computer runners are off to the races. If y balls between outfielders consistently drop for easy triples. On more than one occasion, I've seen a batter bunt the ball past the pitcher and the second baseman into the right side of the infield, before it finally came to rest a little way into right-center field. Switching to the correct fielder can take time, as can sending the second baseman out to retrieve the ball. The litter stops at third with his bunt triple, then is credited with a home run as he scores when the sec-



BLINDING ME WITH SCIENCE For some mexplicable reason, Stomsfront scrapped the appealing interface of LA Russa 3 for this nightmanishly hideous redesign. A note to the designers. Dayglo pink is not a Major League color.



Price: \$44 95
Minimum System
Requirements:
Pentium 90, Windows
95, 16MB RAM 20MB
hard-disk space. 2x
CD-ROM, DirectX-compatible SVGA Card
Developer: Stormfront
Studios
Publisher: Maxis

Sports Wainut Creek, CA (800) 336-2947 www.maxis.com Reader Service #: 333

222

ond baseman's toss back to the pitcher goes straight to the mound, rather than where the pitcher is standing after falling to field the bunt.

TAKE A NUMBER

Statistically speaking, LA RUSSA 4 is virtually identical to its predecessors. It simulates games fairly quickly, and is easily capable of finishing a 2,000-game season in 15 minutes. The numbers are far better than any of the other arcade games on the market, but still fall short of the text-based games. Offense numbers are a little lower than in real life, especially in the American League, where the games average about 1½ runs less per game than real 1996 numbers. Most seasons feature one player breaking the all-time home run record. Was this built into the game to add excitement?

Pitching is not simulated quite as well, with little interest in individual home run or walk totals. For which pitches a player is rated is almost random. Randy Johnson, the game's most feared strikeout artist, isn't rated for the slider, which many think is even justier than his fastball.

LA RUSSA 4 lets you create leagues with varying division sizes and numbers of teams. It can create new schedules for these leagues and import teams from

other leagues. When simulating, it does a fair job assigning playing time, though there's a tendency to overuse the top setup reliever and no ability to set lineups beyond providing one against left-handed pitching and one against right-handed pitching. Even if your league is using the designated hitter and you have one in your pre-set lineups, simulated games will not use him, making stars like Edgar Martinez completely useless. That's almost certainly where the I V2-run American League deficit comes in.

LA Russa also includes a fantasy draft module and the ability to trade against computer teams. It's easy to grab stars from opposing teams by offening up several mediocre players, however, and the computer does not draft particularly well. I was able to draft a 120-game winning team without preparation while going against the 27 computer managers. While the computer teams seemed to understand who the superstars were, they had trouble telling a mediocre middle reliever from a solid starting pitcher

HIT THE SHOWERS

The LA RUSSA senes has not aged well, despite its prominence in the market for several years. Bugs in scoring decisions reported in earlier

versions still appear here. The graphics display, state-of-the-art with LA RUSSA 3, is slow and behind the times. The extra modules, which should provide a lot of entertainment value for relatively little programming complexity, still don't work properly. If you own any version of LA RUSSA baseball created in the last three years, you won't find this much of an upgrade. It's a shame, because with so many mediocre titles out there, this should have been the time for a mature product to shane. LA RUSSA 4 brings the series close to a demotion to the minor leagues. §

▶ APPEAL: Baseball fans who want a taste of everything, without requiring a great amount of depth. Fans who don't have either of the last two La Russa releases.

PROS: Good statistical simulator; decent support for league play; fairly realistic gameplay.

COMS: Mind-numbingly slow speed

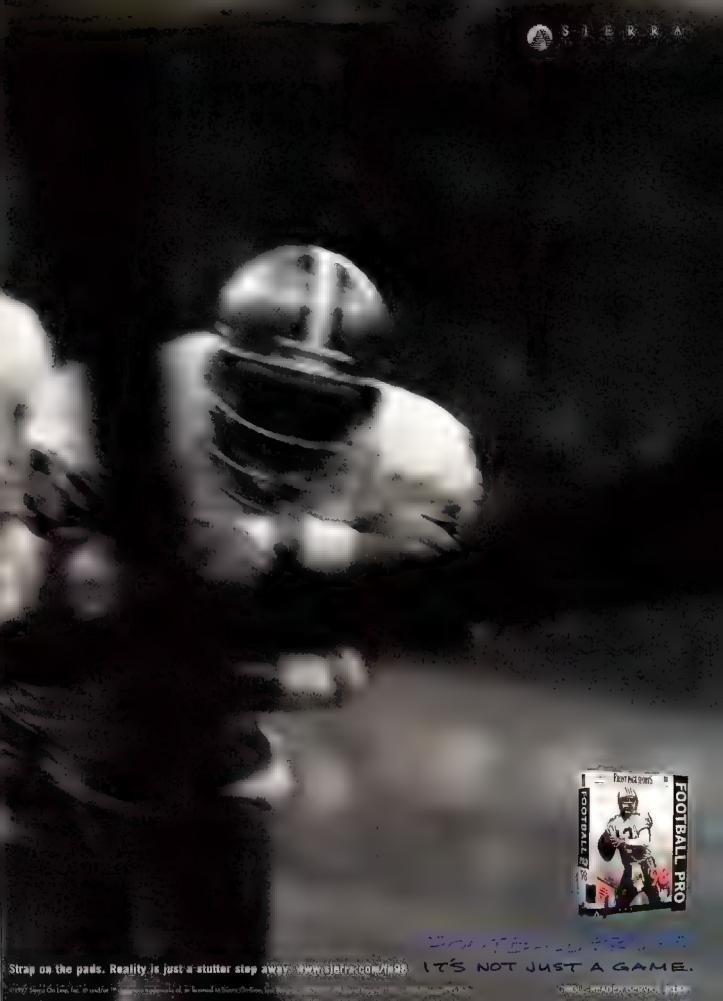
on lower-end machines; statistics deteriorate in career play; poor understanding of baseball's dimensions; many errors in tracking stats.





OBJECTIVES

- THE PLANE OF THE GOAL.
- 2. INTRODUCE HIM TO THE FRAGRALIT WORLD OF SMELLING SALTS.



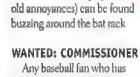


Minor Leaguer

It's Better, but Sierra's Ambitious Baseball Sim Still Can't Make the Big Leagues

by Robert Coffey

ou should know that FRONT PAGE SPORTS: BASEBALL PRO '98 has zapped many of the bugs that plagued the '96 version. Position players no longer lead the league in saves, the pitch indicator works, and the World Series is no longer a one-game affair. Like its predecessor, it's a game of great promise, aiming to be the most comprehensive baseball sim vet. But lost among the glut of detail is a sense of real fun. More disappointingly, a new bunch of bugs (plus some old annoyances) can be found buzzing around the bat rack.



lamented the boneheaded moves of their favorite team's management will love the degree of control in BASEBALL PRO '98. You lord over every aspect of a baseball organization, from managing the minor leagues to designing the uniforms. If you're the kind of CM who likes making trades but doesn't want to bother with the amateur draft, the game will let you hand off various chores as you see fit. Simulating games still takes forever, but a new "Fast Sim" option reduces that to about a third of forever, "Fast simming" an entire season will still consume an entire day.

While the scope of league operations is commendable, it borders on bloat and gets in the way of the fun. Why teams can't be accessed simply by clicking on them from the league screens is beyond me, but the nonintuitive interface dictates a tedious series of mouse clicks triggering countless pulldown menus for every task.



HITTING THE WALL Frustrated by the game's refusal to reset after a fielding play, Atlanta's John Smoltz falis down after being directed to repeatedly bang his head against the outfield wall. You may want to join him.

New associations must have a minimum of eight teams and the length of the season can't be set except by choosing one of three options — bad news for six people looking to play a 40-game season.

There's no way to propose or execute three-way trades except as a series of day-consuming two-way deals. And BASERALL PRO '98 has no designation for utility players, allotting players only one extra qualified position. San Diego's utility-man extraordinaitre, Archi Cianfrocco, is listed as a first baseman and pitcher, in spite of his playing every infield position and catching last year—and all of them more than the one or two innings he pitched. But put him at second and you're begging for errors.

THE UNNATURAL

BASEBALL PRO '98 still makes the mistake of principally defining players through ratings for their attributes. While these numbers can be tweaked during spring training and can be modestly useful in assessing talent during amateur drafts, they aren't really meaningful in predicting performance, since highly rated players like Tony Gwynn can have hideous seasons (see sidebar).

Yet you're confronted with these numbers constantly, even though changes in batting averages, RBIs, and strikeout totals are what define and shape both the players and the season. For all of BASEBALL PRO '98's flexibility, there's no way to get the game to show historical, or accumulated, stats in the pitching/batting screen or even to set them as defaults in the manager's lineup card

Accumulated averages and current game stats do show up in one of the many windows that clutter the screen during games, a ticker that acts as a



Price, \$29 Minimum System Requirements: Windows 95, P60 (P120 recommended). 16MB RAM (32MB recommended), 18MB hard-disk space, 256 colors video drivers (accelerated video card recommended), 2x CD-ROM drive (4x recommended) sound card with Win-95 drivers (16-bit sound card recommended), mouse, modem for remote leagues (28 8 modern recommended) joystick supported Multiplayer Support: notseat (1-2 players) Designer/Publisher: Sterra On-Line. Bellevue, WA 98007 (800) 757-7707 www.sierra.com

Reader Service #: 334

sort of silent play-by-play guy. Gamers with less robust computers will want to close the window to enhance performance, while everyone else will close it (along with other unnecessary windows) so they can see the game better.

FIELD OF SCREAMS

Depending on levels of difficulty selected, gamers can decide when, how, and where to swing the bat. Pitching requires deciding which pitch to throw, where to throw it, and how fast it will go. As for fielding, well, you had better let the computer do it. At anything above the easiest setting you must aim your fielder at a diminishing circle to catch a ball in the air and then, instead of just pressing a certain key to throw to the proper base, you have to *line up* the player to the bag and throw.

Letting the computer field the ball means putting your faith in a Little League-caliber fielding AI. The kind of AI that has the left fielder run in past the ball to cover second while the second baseman is running out to left to get the ball after a bad throw from the first baseman.

Somewhere this makes sense to someone.

There's more. Far too many balls are hit right back to the pitcher, and computer-controlled batters never swing at a pitch out of the strike zone. Watching the ball carry and carry in Coors Field's high altitude is kinda fun, as is being thrown off-balance by a sidearming pitcher when you're at the plate, but the lackluster games just don't generate all that much excitement

More than a decade ago, with less technology and less powerful computers, EARL WEAVER BASEBALL had many of BASEBALL PRO '98's features and loads more fun That's why it's in this magazine's Hall of Fame. FRONT PAGE SPORTS: BASEBALL PRO '98 is getting better, but it has a long way to go to fill EARL's shoes.

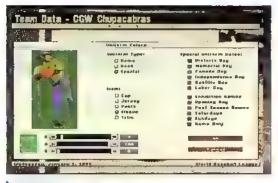
APPEAL: Would-be baseball commissioners and GMs more concerned with minutiae than realism or enterbiomedi.

PPROS: Host of options simulate almost every aspect of baseball; many old bugs have been fixed.

PCOMS: Interface not up to handling a game this size; new bugs

have replaced the old; poor fielding AI; can't fully customize leagues; no modem play; game just isn't much fun to play.





SEW MANY OPTIONS BASEBALL PRO '98 lets you control virtually every aspect of your team, including designing butt-ugly uniforms that negate the need for lights during night games.

Painsky Numbers

hile the '98 version of Front Page Sports: Baseaul, has improved its statistics model by spreading out the numbers, many players still seem to be playing in an alternate, Bizarro World baseball leadue

Gamers looking to draft a BASEBALL PRO '98 league should expect the unexpected

It's unfathomable how Tony Gwynn, with a .337 average over a 15-year career (highest among active players) and seven batting ities can be batting .198 at midseason and finish at .221 just one point above light-hitting Rey Ordonez. His 1-for-27 start probably



NEW MATH Shortcomings in the statistical model are painfully obvious when looking at future Hall-of-Famer Tony Gwynn's leagueworst batting average at midseason.

explains how he finished behind Eric Karros' league-leading .353 (.260 last year 264 over six years). If this ever happens in real life, look for a plague of locusts to follow.

Over in the American League, Albert Belle managed to add almost 100 points to his eight-year average of .295 by making a run at .400 and leading the league at .389. And while Jay Buhner's 185 RBIs (5 short of the all-time record for a season) is remotely conceivable, notoriously free-swinging Ozzie Guillen's 55 walks is not. The man had just 10 in 1996 and has averaged 14.25 over a 10-year career.

BASEBALL PRO '98 doesn't do much better with pitching. While Kevin Brown dropped just a point on his real-life 1.89 ERA, Randy Johnson stayed healthy through a simmed season to post ungodly numbers—a 27–6 record, 1.69 ERA, and a staggering, league-leading 342 strike-outs. Johnson also led the league in leaping tall buildings in a single bound and locomotive racing. Baseball Pro '98 just doesn't understand pitchers, making most successful hurlers power pitchers, in spite of real life. Future Hall of Famer and control specialist Greg Maddux led the league with 322 strikeouts and a 1.27 ERA. Not exactly the profile of a man who has averaged 149 strikeouts over an 11-year career and did well with 172 tast year.



A Real Slam

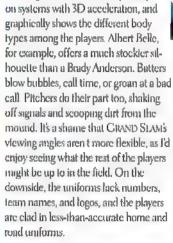
Any Relation to Baseball Is Purely Coincidental

by Dennis McCauley

rgin's NHL POWERPLAY '96 turned a few heads last year, which makes it all the more surprising that CRAND SLAM looks so much like a rookie effort. In fact, GRAND STAM has the look and feel of a console

game - and while there's nothing wrong with a good areade simulation of the national pastime, CRAND SLAM offers none of the sophistication of its ever-growing list of competitors

The game is attractive, especially on systems with 3D acceleration, and graphically shows the different body types among the players. Albert Belle, for example, offers a much stockier silhouette than a Brady Anderson, Batters call. Pitchers do their part too, shaking off signals and scooping dirt from the mound. It's a shame that CRAND SLAM's enjoy seeing what the rest of the players might be up to in the field. On the downside, the uniforms lack numbers. team names, and togos, and the players are clad in less-than-accurate home and



THROWING A SINKER

There are several modes of play, including practice, exhibition, and seasonal (of 13, 52, or 162 games), as well as a home-run derby. GRAND SLAM also simulates games with admirable speed, but it gets nowhere fast. In one 162-game season simmed for this review, 103 batters hit over .300. Another dozen swiped more than 50 bases, and home runs far exceeded even today's record highs. With offense so dominant, pitching stats were equally out of kilter. In the same replay, 21 pitchers lost 20 or more games. In a very strange statistical bug, more than 150 pitchers had N/A listed as their



INFINITE SLUGGER Home runs leave the launch pad in record numbers, regardless of whether you're playing arcade or sim mode.

earned run average, despite clearly having a calculable ERA. The game also mixes NL and AL players together, a major league no-no sure to drive baseball purists crazy.

What really soured me on GRAND SLAM, however, was its brain-dead roster Al. Having fought my way through the game's clunky interface, I was ready to do some wheeling and dealing at the trade screen, where you can propose swaps and slft through offers from other clubs. In a lopsided deal, I offered star Yankee CF Bernie Williams to the Phillies for light-hitting backup catcher Mark Parent, Now, any CM worth his cigar would have accepted this deal in a New York minute. GRAND SLAM'S Philadelphia team, however, rejected it, asking me to throw in more players! In my next try, I offered ace pitcher Andy Pettite to the Mets for journeyman reliever Toby Borland. The Mets not only declined my offer, but asked me to add a catcher to the deal. Since the Mets. already had ace Todd Hundley behind the plate, I was left scratching my head.

GRAND SLAM does have some nice. arcade aspects. Pitching uses a power meter, which causes variations in pitch velocity and location. Batting can be challenging, requiring that you time your swing, while moving the bat up, down, or laterally through the strike zone to compensate for pitch location. You can also choose to control fielders and runners, or delegate these chores to the computer But the bottom line on GRAND SLAM is that it doesn't play anything like real baseball. It could have been a pleasant diversion for easual fans. but the non-intuitive interface and ternble Al deny it even that modest goal With the great number of baseball games out there, why buy one that gets so many things wrong? &

PAPPEAL: Only for those who must own every computer baseball game.

>PROS: Decent player graphics and stadium renditions; MLBPA licensing.

FCONS: Looks and feels like a bad console game; awkward Interface; weak stat model and presentation; brain-dead trade Al.





Price: \$45.99 Minimum System Requirements: P90 (P133 recommended), 16MB RAM, 20MB hard disk space, Windows 95 SVGA graphics with 1MB video RAM (4MB recommended) 4x CD-ROM supports Windows compatible sound cards and 30 accelerators Multiplayer Support: 2 players. same computer. Designer: Burst Publisher: Virgin Interactive Entertainment Irvine, CA (800) 874-4607 www.vie.com Reader Service #: 335





ISH'IS A GAME.



This is ABC's Monday Night Football 98 CD-ROM game,

realistic simulation of what it feels like to suit up and walk onto the field with the strains of Hank Williams Jr. stinging in your ears. (And let's face it, it's the only way you'll ever be on Monday Night Football, pai) It's crammed with stats, strategy and 36 years of ABC Sports. experience. The only things missing are the commercials. Experience the experience of ABC's Monday Night Football. 98.

www.abcinteractiva.com



XTREMELY LIVE abo







G-0-0-A-A-L!!!

Maxis Sports' KickOff 97 Sets a New Standard for PC Soccer Sims

by Scott A. May

eveloped in Britain by ANCO Software, KICKOFF 97 is the second title of the year from Maxis' new sports line, and this one is a beauty. The game has two entical attributes that none of its recent competitors can boast razor-sharp artificial intelligence and gameplay so intense it will make your head spin and your fingers numb. If you're looking for soccer action at its digital best. you've come to the right place.

Playable from either DOS or Windows 95, KickOFF 97 supports resolutions up to 640x480 and a 256-color depth. Although the game makes no use of accelerated bardware, it doesn't need to — you'll experience absolutely manic game speed and fluid animation, even on systems below the recommended minimum requirements. At last, a game that doesn't penalize gamers with limited resources.



The game's national and international rosters include more than 300 teams, comprised of more than 5,200 players There's no official license, however, so don't bother looking for your favorite soccer star here. A player editor lets you change names and uniform appearance, but not positions or skill levels. You can also create your own Dream Teams, picking the top players from all available leagues. Game modes include practice, single friendly matches, 30-round league challenge, and national/World Cup playoffs. There's no online multiplayer or LAN support, but the game can be played head-to-head on one computer.



FOOTIE CAM Gamers can view the action in KicxOFF 97 from 36 different camera angles, which should let you see exactly how the game's killer Al just kicked your butt.

Unlike in many other soccer games, the practice mode isn't just a lame menu option here. KICKOFF 97's practice mode is a full-blown tutorial of soccer mechanics that includes passing and receiving, dribbling and shooting, penalty kicks, goal keeping, cross-ins, comer kicks, and free kicks. When you think you've mastered them all, you can test your skills in the decathlon-style tournament practice.

And make no mistake —you'll need plenty of practice to face the game's outstanding computer-controlled players. Though artificial intelligence can be a somewhat intangible quality to measure, this game's AI will kick an average player's butt all over the field. With almost no exceptions, the computer-controlled competition is fast, precise, and utterly ruthless in its charge on your goal

There are no skill levels to speak of, other than the overall quality of the team you're matched against. Areade mode plays a little loosely, but simulation mode cuts unprepared human players absolutely zero slack.

BUMP AND GRIND

On-field graphics are sparse, but well designed. Players are composed of texture-mapped polygons, motion-captured to a fault. The range of realistic player movements is a sight to behold. Victims of brutal tackles typically languish on the turf for several seconds, as if reeling in pain or at least shaking the stars from their heads. Others may stand up and begin pushing or fighting, joined by other hothcaded players. When the referee issues a yellow or red flag, offending players vehemently argue the penalty. Coalkeepers bemoan each missed block and even appear to point an accusing finger at their teammates. In other words, the animation is fluid and surprisingly diverse,

Player control is tight and responsive using a joystick (digital or analog), keyboard, or mouse. A variety of command combinations lets you perform a host of



Price: \$39 95 Minimum System Requirements: Pent um 75 or faster for Windows 95 or 486DX2 66 for DOS. 16MB RAM for Win 95 or 8M8 RAM for DOS. SVGA graphics, 60MB hard-disk space for Win 95 or 50MB for DOS, 2x CD-ROM drive, mouse, joystick supports Sound Blaster-compatible sound cards Multiplayer Support. Hotseat (1-2 players) Designer: ANCO Software Publisher: Maxis Sports Walnut Creek CA (800) 33 MAXIS www.maxis.com Reader Service #: 335

SPORTS

THIS ISN'T A GAME.



PAT-A-CAKE IS A GAME.



This is ABC Sports Indy Recing: Road to the Indianapolis 500 CD-ROM game, a realistic simulation of what it feels like to drive a million-dollar car at 220 miles an hour. It's full of twists, turns and

million-dollar-car at 220 miles an hour. It's full of twists, turns and eplit-spoond life-or-death decisions. It's 96 years worth of ABC Sports experience stuffed into a CD-ROM. You wanna play? Play merbles to be wanna play? Play merbles to be wanna play?

EXTREMELY LIVE abo



Developed for Windows 95.

apoliterective.com



high off-spains. L.C., Apprending Reserved. All trademarks we rejuted by their representative preparate, tenturapole 1900, high stole, and the healt preparate engineers of a registered tenturality of the linking poles Motor Speedings Configuration, used under Lemand from MSP Properties, Drivings' referee, Angressous and Anappropriate tenturality of the linking poles with the property of the second second properties. The properties are the properties of the properties are the properties of the

precision offensive and defensive moves, such as overhead (bicycle) kicks, volley passes, diving headers, back heel kicks, bending (banana) shots, spin (forward or reverse), cross-ins, and three types of

tackles (short, slide, and duty). The learning curve is fairly steep, but definitely rewarding when you begin to execute complex moves in the heat of action.

Graphic displays can be set to either

isometrie 3D or overhead 2D, viewed from a total of 36 hot-key selected camera angles. Don't have a Pentium? No problem: Simply change the video resolution to 320x200. which turbocharges the frame rate. even on a midspeed 486. In this mode, the visuals may

suffer from blockiness, but gameplay smokes and the level of animation detail remains Intact. Other goodies Include a tactical editor for changing player formations, and the ability to save up to 32 replays to disk.



Overall, KICKOFF 97 is an excellent soccer sim, notable for its blazing action, detailed animation, and deft computer Al. If you've been waiting for a soccer game that's challenging and just plain fun to play, look no further 🕏

APPEAL: Action-oriented footle fans.

▶PROS: Exceptionally fast and smooth gameplay; challenging Al;

runs great even on slower systems.

PCONS: No online multiplayer support; limited team/player editor





IN YOUR FACE KickOff 97 features some of the most diverse motion-captured animation and intense soccer action in its class.

Plant Trees for America

Trees provide food, shelter, and nesting sites for songbirds

Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy They cool our homes and entire cities in the summer, and slow cold winter winds. Shade trees and windbreaks can cut home utility bills 15-35%

Trees clear the air we breathe They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

America needs more trees

The United States has lost a third of its forest cover in the last 200 years

Our towns should have twice as many street trees as they have today.

We need more trees around our homes and throughout our communities. We

need more trees to protect our farm fields and our rivers and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins the Arbor Day Foundation

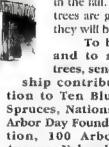
Your trees will be shippe postpaid at the right time fo planting in your area, Februar through May in the spring o October through mid Decembe in the fall. The six to twelve inc trees are guaranteed to grow, o they will be replaced free

To become a membe and to receive your fretrees, send a \$10 member-

ship contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.

Join today, and plant your Tree for America!





SPORTS

THIS ISN'T A GAME.



'HOPSCOTCH' IS A GAME.



www.abcinteraptive.com

This is ABC-Sports college Football. Heroes of the Gridiron CD-ROM game, a realistic simulation of what it feels like to go head-to-helmet against the best players to ever attend the school of hard knocks. It's not some plaything, it's the real thing: It's what happens when you cram entire team rosters; cheerleaders, mascots rebid fans and 36 years of ABC Sports experience into a little plastic disc. What happens? You wind up with Dan Marino and Tony Dorsett playing for Pitt against Notre Dame's Paul Hornung and Rocket Ismail, Awesome, huh? Awesome, then some

EXTREMELY LIVE.









CIRCLE READER SERVICE #240

CHRY OT Sports. LLL.O. ALL-PIGHTS RESERVED. All restorants are served by this respective companies. Officially iscensed excitated of Polyhel Pres This Products has been a transformer of the NPL Mayors. The Officially Licensed Collegiste Products stool is the new products of the NPL Mayors. The Officially Licensed Collegiste Decreased Products stool is the property of the collegiste Licensed Collegiste Licensed Collegiste Collegiste. The Official is the property of the products a transfer and the collegiste Collegiste. The Collegiste Licensed Collegiste Collegiste. The Official Collegiste Collegiste Collegiste. The Official Collegiste Collegiste Collegiste. The Official Collegiste Collegiste Collegiste Collegiste.



Hook Shot

EA Sports' Latest Gets No Eagles

by Scott A. May

n case you haven't noticed, it's boom time on the digital greens, as more golf sims than ever vie for space on your computer screen. Yet beyond new graphic engines, improved physics models, and multiplayer capabilities, most publishers prefer to play it safe than to tinker with success. Such is the case with EA Sports' PGA TOUR PRO, a solid, but rather conventional, Win 95 update to the company's venerable golf franchise. In a nutshell, this game will neither disappoint nor inspire.

FAMILIAR SET OF CLUBS

FA Sports may have lost its entting edge in the football, soccer, and basketball arenas but, as most fans will be happy to find, it's nearly impossible to screw up an already good golf simulation. Aside from a few new graphic flourishes—including a revamped interface and ambient animation—the design team sticks with the boilerplate design that made the previous DOS versions so palatable

Originally packaged with only two 18hole courses, TPC of Scottsdale and Bay Hill Club, this version adds the Peach Beach course disk as a bonus. The game is also compatible with older DOS-based courses including TPC at Sawgrass, Spyglass Hill, TPC at Avenel, and Spanish Bay. Game modes include practice, stroke, tournament, skins, and shoot-out, and are playable with up to four people via modem, LAN, or EA's free Internet sports network. As many as 20 foursomes can compete in online tournaments. Logging on to EA Sports Net is a no-brainer; finding available Internet competition, however, proves much more difficult

Course graphics are suitably photorealistic. Rendered in realisme, the instant screen updates employ EAs proprietary Flash Draw technology.



IN A SQUARE GROOVE Just as SMGOLF and FRONT PAGE SPORTS; GOLF are trying new swing meters, PGA gives up its unique swing for a standard circular meter.

Motion-captured digital golfers are set against a backdrop of textured polygons and sprite-based graphics, boasting a maximum 800x600 resolution and 16-bit color depth. MMX support is provided, as well as DirectPlay, but otherwise the game requires no special 3D hardware or software acceleration. Overall gruphiles quality is good, although a low polygon tile count makes the foregrounds appear slightly flat, and thus they lack the illusion of depth.

If you are familiar with the PCA TOUR scries, you'll find some new touches to gameplay. You can walk the course in realtime to read the greens. Individual hole fly-bys, augmented with audio commentary, let you map your pending strategies. There's even a special "risk meter" to gauge the difficulty of your upcoming shot. On the downside, EA has changed their once-unique swang overlay to a more traditional circular meter.

If Win 95 online gaming is your prime consideration, PGA TOUR PRO is worth the upgrade. Otherwise, stick with EAs previous DOS-based PGA TOUR titles, which are still among the best in the business. §



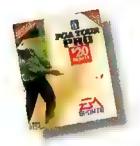
PLAG A LITTLE This shot shows one of PGA Tour's assets: reading the greens In realtime

► APPEAL: PC golfers, especially those who enjoyed the earlier PGA Toun games.

PROS: Smart, clean interface; good course selection; choice of three multiplayer modes.

PCONS: Adds little to an overcrowded genre; high system requirements.





Price: \$49 99 Minimum System Requirements: P75 (P133 recom mended), Windows 95, 16MB RAM, 60MB free hard disk space, SVGA graphics, 4x CD ROM mouse, requires DirectX-compatible sound and video cards. modem. **Multiplayer Support:** LAN or Internet (1 4 players). Design: EA Sports

(800) 448-8822 www.us.uum Beader Service #: 337

Publisher:

Electronic Arts

San Mateo, CA

LAY HEAD-TO-HEAD









3 Great Gamesi 2 Ways to

Now you can play ABC Interactive's extremely live sports CD-ROM games: in a live competition on the internet.

It's the Quest for the Sest Internet Championships?

Huddle up with thousands of sports sim players from across the country and play head-to-head sports sims in real time. Here's how to play:

- Purchase any or all three games: ABC's Monday Night Football '98"; ABC Sports Indy Recing or ABC Sports College Football
- Register at www.abcinteractive.com
- Compete in qualification rounds.
- Advance to the finals and compete for the \$10,000 grand prize for each title...
- 2 Finalists in each competition are flown to the ultimate on-site location: ABC's Monday Night Football '98 at SuperBowl XXXII" in San Diego, ABC Sports Indy Racing at the Indy 200" at Walt Disney World or ABC Sports College Football at The Rose Bowl*in Pasadena.

So pick up ABC Interactive's CD-ROM games and practice, practice, Because this isn't a game, it's a competition. If you're not ready to compete, stay home and play something less challenging. Jacks, anyone?

EXTREMELY LIVE, abo

~



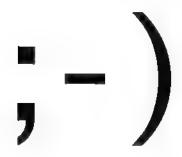








Interaction in the old world.





Interaction in our world.

Meridian 59: Revelations online gaming to a white Immerse yourself in the encounters with thousand human avatars. Experience new world of mystery and unlike anything you was a constitution of the constituti

Roleplaying Game of the Year Meridian 59: Revelation improupon what Computer Life magazine enthused, emboding for free the great things roleplaying in fans have been hoping for free online game. Revelation incorporates a huge tropical introduces the mind—way in mystery of the lost god of the discount foes, and experience the magazine true face—to—face introduces.

pomicad a free demo

REVELATION



Massively multiplayers





Mysterious new worlds:

CIRCLE READER SERVICE #084:



In a Jam

Better Brains Through Puzzle-Solving

by Charlotte Panther

mart Games broke into the puzzle genre with CHALLENGE #1, a wonderful collection of word, strategy, and perception teasers. They followed with WORD PUZZLES, which was great for wordsmiths, but lacked the variety of CHALLENGE #1. Now, Smart Games is back with STRATAJAMS, another collection of puzzles guaranteed to set your cogs turning.

FINAGLED IN 'FRISCO

STRATAJAMS provides 351 all-new brain-teasers, based on six of CHAL-LENGE #I's popular strategy puzzles. Top of the list is Car Jams, a devilishly addictive 75-level puzzle, which has you playing the part of an anxious valet in a parking lot chock-full of cars, limos, schoolbuses, trucks, and Humvees. The idea is to move a red car through the lot to the exit in as few moves as possible Each move costs you points; the rate at which you lose points increases every ten moves, and you are penalized for running over obstacles like manholes and traffic cones. With only a couple of vacant spaces in which to maneuver,

solving this puzzle is as difficult as finding a parking spot in San Francisco on a Saturday right but far more fun

Would-he farmers don your overalls, hop aboard your tractor, and get ready to plow your way through 50 levels of Cash Crop. The object is to harvest your

crops as you drive your bactor over the land. Each crop reaps a certain monetary value and your task is to carn as much as possible in the allocated farming days. Water and fertilizer raise the monetary value of crops, and gas pick-ups increase the number of farming days available, while swamps, mud, and rocks all hinder you in some way.

Then there's Traffic, the puzzle that offers megalomaniaes the opportunity to decide the fate of city streets by controlling the traffic signals and combating gridlock. After studying the flow of traf-

fic, you must set the timing of the lights, taking into account the speed and number of vehicles, so that traffic moves through the intersections and off the screen as quickly as possible

The other three games are electronic versions of distractions you may remember from childhood, adapted with the usual Smart Games practical, yet stylish flair There are 50 Sliding



HAPPY HARVESTING While driving your tractor across your land you'll discover the joys and tribulations of farming. The more you reap, the more you score.

Tile puzzles and 75 levels of Marble Jump, a checkers game. Finally, there's Warehouse, a '90s variation of petri-dish puzzles—those little plastic cases containing ball-bearings that you must guide into target holes.

If the strategy puzzles were what you really enjoyed in CHALLENGE #1 and you want more of the same, then STRATAJAMS is for you. (And if you get through these and want even more, Smart Games is offering add-on packs for individual puzzle-types, for under \$10.) Keep in mind, though, that anyone wanting the variety of teasers found in CHALLENGE #1 is likely to be disappointed—at least until SMART GAMES CHALLENGE # 2 hits the shelves later this fall. \$

Strates

Price: \$29 95 Minimum System Requirements: 386 SX 4MB RAM, 9MB hard-disk space. Windows 3.1 or higher, 640x480 256-color SVGA graphics, 2x CD ROM, Windows-compatible sound card mouse. Multiplayer Support: None. Designer: Smart Games, Inc. Distributor: Random Soft New York, NY (800) 788-8815 www.smartgames.com Reader Service #: 338



NO PARKING As your attempts to maneuver the red car out of the parking lot fall miserably, your opinion of public transportation will improve dramatically. ►APPEAL: Puzzle lovers with a highly strategic mind and an endless supply of patience.

PROS: Challenging puzzles with a wide range of difficulty levels.

CONS: Merely enhanced versions

of the strategy puzzles we saw in CHALLENGE #1, without the variety of puzzles from that game.







Flank Attack

The Most Hard-core of Sims Gets Even Harder

by Robin G. Kim

11-27 FLANKER has a welldeserved reputation for being a flight sim for the truly hard-core. This is due not only to its difficult missions and detailed flight, avionics, and battlefield modeling, but also to what was left out: The lack of pretty graphics and campaign play were generally enough to frighten off all but the most serious sim fans. THE SU-27 FLANKER L5 MISSION DISK goes far toward rounding out the original's appeal, and brings more than 150 additional missions and some excitme new capabilities to the table.

EXTENDED PLAY

The most intriguing enhancement to stand-alone play is the ability to fly multiple sorties over the course of a single scenario. After landing you can save the world state, plot a new flight plan for yourself and other aircraft under your control, select ordnance, then hop back into the cockpit for another go. Everything picks up right where it left off, except that any weapons in flight will have disappeared, in support of this extended mission structure, a scenario can now span multiple days, turning a single mission file into a sort of mini-campaign - albeit a predominantly prescripted one. No scenarios this elaborate are included on the CD, but Mindscape promises to make some available on the FLANKER Web site (www.su27-flanker.com) by the time you read this.

True branching campaigns are now available, courtesy of Hideo Fukumoris Flanker Campaign Shell. This, Mark Hermonat's Random Mission Generator, and most of the missions in the add-on were actually produced by dedicated members of the FLANKER player community and have been available for some time to anyone with Web access. Even so, the mission disk provides the entire collection neatly organized and cataloged in one place.

NET GAINS

Devotees of multiplayer action should find much to be excited about in the sim's completely revamped network play. Far surpassing the two-player headto-head mode of the original game, the

add-on allows for up to 16 players in cooperative or team play over a LAN The introduction of direct TCP/IP support means it is also possible to connect over the Internet without using Kali or Kahn, though latency and bandwidth limitations restrict both the namber of players and the mission complexity.

A master/slave architecture lets players on the slave PCs plan their own missions and quickly rejoin if killed or disconnected. The master PC guarantees acceptable performance levels by rithlessly disconnecting any slaves that do not meet its standards, a system that works well in practice. FLANKER's excellent mission recorder can now tape multiplayer scenanos, letting you figure out exactly how your Net buddy got lucky enough to down you in that last dogfight. Alas, you can't simply ask how he did it, because there's still no chat feature.

Other new features include improved Al, which now demonstrates enough of a self-preservation instinct to evade incoming missiles and maneuver to break radar locks; an overhead AWACS view, which gives you the big picture in realtime; and 16-bit color Gouraud shaded graphics. The latter are visible only in external views and cause such a slow-down on systems without OpenGL

hardware accelerators that they are almost worthless.

The mission disk breathes new life into FLANKER, offening a more robust package for those who felt the original game was too sterile, and providing enough new



SLIDE SHOW Gouraud shading enhances the object and terrain graphics, but at a huge cost in frame rate unless you have an OpenGL graphics card. Since it's available exclusively in the exterior views, only sightseers will benefit.

gameplay options to make it a must-have for existing owners. However, SU-27 FLANKER is still a hard-core sim that won't appeal to everyone — especially those who demand eye-popping visuals. Improvements on that front won't come along until FLANKER 2.0, due out around the end of this year &

PAPPEAL: Su-27 Flanken owners who desire more missions to fly, broader gameplay options, and greatly enhanced network play.

PPROS: Multiple-sortie scenarios; excellent multiplayer options; branching campaign support; improved Al; tons of new missions; low price.

PCONS: New graphics so slow they're not worth the bother; no multiplayer chat; much of the content available for free on the Net.





Price, \$14 59 Minimum Requirements: 486/66 (P100 recommended) BMB RAM, 40MB hard disk space, 2x CU-ROM drive, 2MB local bus SVGA graphics video card Windows 95 (original SJ-27 FLANKER IMUST be instal ed) Multiplayer Support PX or TCP/IP network (16), Internet (2+) Designer: Eagle Dynamics Publisher: Mindscape Novalo, CA (800) 234-3088 www.ssipnline.com Reader Servicell: 339

THE GALAXY'S A PRETTY BIG PLACE. THERE'S LOTS MORE STORIES TO TELL. GENE RODDENBERRY

ORIGINAL SERIES. SIX NEW

From the creators of Star Trek™ Starfleet Academy,™ Star Trek



COMING THIS WINTER

INTERACTIVE EPISODES. ALL DIGITAL.

Judgment Rites, and Star Trek 25th Anniversary, comes the amazing digital adventure based on the original series.

ACTUAL GAME PLAY

SCREENSHOTS



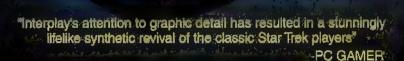
A incredible digital technology recaptures the characters as they appeared 30 years ago.



🖊 Explosive New Story Written By D.C. Fontana



Uncover The Shocking Secrets Behind The Original Vulcan/Romulan Conflict



ACTUAL CHARACTERS AS THEY APPEAR IN THE GAME













A "One-Click" Interface Offers Immersive, Fast-Paced Action

STAR THEK: SECRET OF VULCAN FURY: Software 121997 Interplay Productions. All rights reserved. Trademark and 121997 Parischants.

Pictures. All rights reserved. Star Trek, and related marks are the property of Paramount Pictures. All rights reserved.

All other copyrights and trademarks are property of finely respective connects.



Deep Sim



Jane's Has Ordered Up a Sub With the Works

by Kevin Turner

ubmarines are a wonderful combination of technology, experience, and skilled manpower-the likes of which cannot be found anywhere clse. Nuclearpowered, with crews of the highest trained scafarers the world has ever known, and carrying levels of destruction unimaginable to the layperson, submannes surreptitiously patrol the waters of the world. When it comes to military might per cubic foot, they have no equal. And now that JANE'S 688(I) HUNTER/KILLER has hit the shelves, these mighty boats are finally getting the recognition they deserve.



The first time I played this game, I knew It would do for submarine simulations what FALCON 3.0 did for flight sims. There are games that define genres, and 688(I) HUNTER/KILLER is one of those games. After a very long wait, the modern submarine simulation has come of age.

688(1) is a collaborative effort by the game developers of Jane's Combat Simulations and Sonalysts. Sonalysts is a defense contractor and designer of submarine training software for the U.S. Navy and has been conducting



SCOPE IT OUT The periscope has low-light capability, a camera, and an excellent field of view. Its ESM Indicator can Inform you of nearby hostile emissions.

modeling and simulations for the Navy for more than 20 years.

688(I) is modeled accurately after a Los Angeles-class submarine. The performance characteristics are as accurate as I'm willing to admit to in print, especially with the realism patch Jane's has released. The AN-BQQ5 sonar system is extremely well done, Available weapons include the Mark 48 torpedo, Tamahawk and Harpoon missiles, and intines and countermeasures. The weapons parameters are accurate all the way down to the wire guidance and vertical launchers.

As you assume command of your submarine, you'll have the opportunity to take on training missions, single missions, or a campaign. Training missions allow you to play a campaign or single missions are increasingly challenging and utilize different aspects of submarine operations such as Tornahawk attacks, antisurface and antisubmarine warfare, and rescue missions.

Campaigns start in the Caribbean, then proceed to the Mediterranean, the Persian Gulf, and the North Pacific Each campaign comprises several missions, which must be completed in order.



MISSION FISHIN 688(I) includes a comprehensive mission builder that can cause objects to appear at random locations.



CHEAT VIEW External cameras let you zoom around your boat, look at enemy craft, or ride weapons to their destinations.

STATION IDENTIFICATION

688(I) places you at the center of the sub's control room. You can take an active role in sonar, fire control, or tracking, or you can sit back and prosecute the target as the big cheese—your level of involvement is discretionary. Each of the stattons in 688(I) is a composite of several watchstations. For instance, keeping



Price 55 5 Miniphant System Regarements forts 1001, 1 f , state comme 1, (/ / 1 1 1) 21 1 P Mult player Support Mario Charles for the second to the first (2) y 1" 1 Designer 5 Publis ier. 3 . 1 . 11 71 71 1 Reader Service w 34,



PING ENEMY.COM Want to learn about submarine soner? This is the place to do it, with the best representation you'll Ind—short of an enlistment

depth and course takes four people in reality but is handled by one in the game.

The three main elements of your control-room battle-stations gang are the sonar team, the tracking team, and the fire-control team. Each of these is given an identity and a level of expenence. The level of experience increases as you undertake more operations. When first starting out, it's important to be a handson skipper, paying close attention and ensuring excellent performance. As the crew's experience increases, this becomes less important. Stations melude the Ship's Control Panel, Sonar, Radar, Radio/ESM (Electronic Support Measures), Periscope, and Navigational Charts, among others.

The acid test for me was at the sonar station, which is outstanding. It allows the player to choose between broadband, narrowband, demodulated noise, active intercept, and active sonar modes. Narrowband is used for target identification using frequencies; DEMON, or demodulated noise, is used to establish target speed; active intercept is used to intercept active sonar signals; and active sonar is, well, active sonar, The broadband sonar display uses the waterfall that all submanners know and love. A sonar contact is displayed as a line of brightly colored pixels, which represents the target's bearing Establishing a range on the target and target speed can be accomplished using the periscope, active sonar, radar, or target-motion analysis.

A MOTION PICTURE

The TMA screen was new to me. In my day, we did it on a huge piece of paper and at two or three different plotting tables. One table plotted bearing rate, while another used the motion of the submanne.

Leroing in on the larget

arget-motion analysis is a process by which information is gathered on a target's bearing and interpolated into its range, speed, and course. To imagine this, think of yourself as a submarine. If you hear something, then you can establish a bearing for that target, but not its range. If you move to your left, the target will have a new bearing. This bearing is compared to the original and an intersection is provided. Considering the very long ranges and the very small angles being used, with a number of course changes from side to side, you can establish a range. Part of this process also establishes target speed. By knowing the target speed range, and course it is possible to launch a weapon at a point



ATTENTION TARGET SHOPPERS The TMA center helps you with the most difficult job in submarining; getting a firing solution based on time-motion analysis.

where the target will be in a few minutes. Don't forget that the maximum range of a Mk 48 torpedo is in excess of 20 nautical miles. While a torpedo will actively search for a target once you send it, a small mistake can mean a miss. And a miss means that the target now knows that someone very unfriendly is out there.

(making course changes to establish range information based on triangulation) to establish target range. This process is rather simple if the target never changes course. Unfortunately, targets have a nasty babit of changing course (and speed) quite regularly. The TMA screen combines all these stations into one, easy-to-digest blob of information. If you're looking to enhance your crew's performance, this is the best place to start, as this is the most difficult station to operate.

In addition to the accurately modeled stations, you'll find volumes of reference data. The Ship's Information Book contains a wealth of information on your new command, and you should refer to it regularly. The game also includes an abbreviated copy of Jane's Fighting Ships, which is a gold mine of data and will help you classify contacts more readily.

A Pentium 90 is considered the minmum for this game, but you'll be better off with a 133MHz machine or better. An external 3D view lets you observe any object in the game from a variety of perspectives—ever wonder what it looks like to ride a torpedo?

The mission builder promises extended play; missions are already popping up on the Internet. Multiplayer play is included, although all gamers captain 688(1)-class boats in this mode.

This game is technologically accurate, intriguing, and contains that elisive balance between reality and entertainment. I've brushed over some of the game's better features, but there are many others. There is one downer. You have to download a patch from www.janes.ea.com to slow turn rates and reload times to a realistic pace.

If you've ever wondered what it's like to be on a submarine but have no desire to forgo fresh food, females, and freedom, then this game is for you. If you're like me and have some experience in the real thing, after playing 688(1) you may find yourself taking readings on the microwave and water heater with a ng-for-red flashlight.

➤ APPEAL: Simmers looking for a realistic, systems-level simulation of a modern submarine.

>PROS: Excellent modeling of sub systems and weaponry; superb refer-

ence and tutorial information for beginners; great mission builder.

CONS: You need a patch to slow turn rates and reload times.







Win 95 is cool, but sucks with DOS games!



WING COMMANDER QUAKE WECHWARRIUR 2

Games run best on the operating system they were designed for!

You've got great DOS games, but you really want to try that new Win 95 game. You want it all. But, if you upgrade to Win 95, it will really hose your DOS games. With System Commander you can play each game the way it was meant to be played...... on the OS it was designed for.

System Commander allows you to boot both DOS and Win 95 on the same PC. In fact, with System Commander you can run up to 100 different OSes on your machine! You just turn on your computer, pick the OS you want from the menu, and let System Commander do the rest.

Easy installation even your parents could do!

As you install new OSes, System Commander automatically copies key files and adds each new OS to its menu. System Commander manages unique copies of configuration files for each installation of DOS, Windows 95 or any other OS.

Got it and play it - fasti

System Commander's automatic installation will have your PC ready to add OSes in less than 5 minutes. And, unlike some utilities, it uses less than 1 MB of hard disk space and no RAM! You'll be up and playing your favorite games in minutes!

GET SYSTEM COMMANDER FOR

ONLY 999

and that includes our unconditional 60-day money back guarantee!

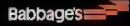
CALL TODAY AND PLAY YOUR BRAINS OUT TOMORROW!

800-648-8266

www.v-com.com

Wention this ad and get | overnight shipping!

Look for System Commander, in the utilities section of most major software stores, including:

















COUPLETO.











¥ Communications: ◆ 2290 North First St., Suite 101CGW ◆ San Jose, GA 96131 ◆ (406) 965-4000

*Orders received after 12:00 p.m. PST will be shipped the next business day. No Saturday delivery. Standard shipping outside US. CA res. add \$7.25 sales tier.

Offer subject to change without notice. All logos and product names are tredemarks or registered trademarks of their respective companies. VIRA/MC/Amer: \$1,997

Raptor Unwrapped

The Latest F-22 Sim Hides Innovations Beneath a Quirky Surface

by Tom "KC" Basham

he F-22 invasion continues
with tF-22, the first simulation
developed in-house by
Interactive Magic, An
admirable first effort, this simulation of the Air Force's
"fighter for the 21st century"
will please many with its convincing flight model and longplaying dynamic campaign
engine, but issues related to the sim's hardware support may confound some gamers.

DYNAMIC PLAY

iff-22's single-player gameplay has four basic modes: instant action, training missions, individual missions, and full-blown campaigns. IF-22 revives the dynamic campaign, which most sinis have replaced with pre-scripted missions, so you'll never get that "been there, done that" feeling. After selecting a theater (Bosnia and the Ukraine are included) for single-mission play, the generator populates the world and

provides a furly long list of missions. This list contains a variety of air-to-air and air-toground sorties.

The campaign mode bears some similarity to FALCON 3.0's campaign system, as well as to EJ/2000's Wargen engine. The system generates a world, assigns missions to friendly and enemy forces, and then presents

you with a list of assignments for your squadron. You then choose which assignment you want to fly and proceed to the mission planning screen. The mission planning system covers all the

SEEDY 3D IF-22 supports Direct3D, but not very well; frame rate is slower than the top-notch 2D performance, and many potential 3D features, such as transparent smoke, are absent.

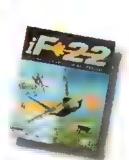
basics, providing nearly full control over your flight path and loadouts. It does restrict flight path planning under some circumstances. For example, on escort missions, you can't change any of your

pre-assigned waypoints.

You can start on the runway or in the air. Before each mission, the campaign briefing indicates where the allied forces intend to launch offensives and where intelligence believes the enemy will counteratlack. After each mission, the debriefing system details where forces gained or lost territory. If you crashed and burned, you can have your pilot miraculously rescued; you can also choose to refly the mission.

(F-22's multiplayer support includes free-for-

CGW



Price: \$1.00
Minimum System
Requirements: P90
16MB RAM 90MB
Lattice Country
La

Multiplayer Support: modern Internet (4 payers, 1 CD per play er) LAN (8 players 1 CD per player) two CDs included in package

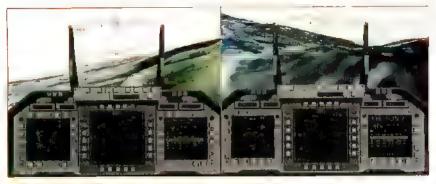
Designer: | Mag.c Labs Pubnisher: | T. | | Mag.c Labs

Research Triangle Park II. 919) 461-0722 Reader Service #: 341

F-22 features a detailed cockpit with mouse-clickable switches. The avionics incorporate many of the whiz-bang, 21st-century features anticipated for the real F-22, such as the ablity to incorporate downlinks from AWACS and other F-22s on the threat display. Nine multifunction display (MFD) modes are available, in addition, there are five MFD packages—default



re five MFD packages—default setups combinations of the four MFDs. You can select any mode on any MFD, or custom configure the five MFD packages before entering the cockpit through the setup menus. For example, you can configure the Dogfight package to contain the defense, attack, tactical, and status displays, and then simply press the Defete key to set all the MFDs instantly to this configuration.



LOW RIDER The terrain looks fantastic at high altitude, but less so down low; it's blocky in 2D mode, and blurry in 3D.

all doglights, a team-based capture the flag mode, and cooperative single missions. Disappointingly, there is no way to fly multiplayer campaigns. The simulation supports direct serial, modern, LAN, and TCP/IP connections. Internet play is possible if all players have fast connections.

21ST CENTURY FLIGHT

rF-22 has the most plausible flight model of any F-22 game released to date. Speed bleeds under C-loading, available C-loading decreases as speed drops, and the aircraft can descend in a nose-high attitude at the proper speed and angle of attack (AOA)

The simulated IF-22 will supercruise (achieve supersonic speeds without using afterburners), but not when heavily laden with fuel and ordnance Performance varies with altitude, although the roll rate remains very fast, even at high altitude. The fly-by-wire flight control system makes the F-22 resistant (but not

immune) to stalls and departures. The pilot-selectable AOA limiter restricts the aircraft to a surprisingly low 12 degrees, but with the limiter disengaged the aircraft can exceed 90 degrees AOA. Pitch control is suspect: It takes rather large stick inputs to make the nose move, and then the nose continues to move after you release the stick, often resulting in pilot-induced oscillations.

After losing an engine, the aircraft lends to roll toward the dead engine. The engines include spooling lag, as evidenced by the RPM gauge taking a second or two to reflect large throttle movements. Unfortunately, there doesn't seem to be any way to engage

you must press a key.

For the most part, missile behavior is realistic, although air-to-air missile range doesn't vary with altitude. Guns are difficult to use, primarily because of the game's slow frame rate.

the afterburners using analog throttle;

WAS AT WORK.



TEETHING PAINS

The product is very stable, but does suffer from some problems. The redout/blackout model needs work. During a redout, only the outside view (not the cockpit avionies) is blocked; though this only occurs when playing on a non-3Dfx-based system. Blackouts develop in sudden spurts, rather than smoothly progressing through tunnel vision to GLOC (C-induced loss of consciousness). Dogfighting is further hampered by the simulated pilot's poor Gtolerance. Any exposure over 9G results in a blackout. Worse, the blackout doesn't immediately clear upon reduction of Cs. Fortunately, the setup options let you disable redouts and blackouts.

tF-22's padlock view is a perfect example of the wrong way to implement a padlock view. The padlock contains numerous "holes," or areas where it is impossible to tell which way you're looking. To resolve this, the HUD display contains a small icon in one of the upper corners that tells you in which direction to fly in order to bring your nose to the target. The icon works, but it's sometimes difficult to see.

Also, you can't padlock a target unless you've first managed a radar lock. You can't padłock an attacking bandit until you've already out-maneuvered him. Finally, instead of smoothing panning and tracking the target, the padlock jumps, as if it were automatically switching between fixed views.

The graphics engine, however, caused the most consternation. Using a Pentium Pro 200 and a 4MB 3D Blaster, I found tF-22 to be very slow. Disabling the 3D accelerator support actually improves frame rate and reduces the number of pauses; however, it caused the termin graphics to pixelate badly at low altitude. Testing IF-22 on two Pentium 166 systems equipped with 3Dfx eards, however, resulted in extremely smooth frame rates in ZD mode on both systems, even at 800x600 resolution Running on the 3D card resulted in slower performance on both systems, with one system exhibiting extremely jerky frame rates and pauses at points during flight, especially soon after takeoff.

IF-22 has a lot of things going for it, such as the campaign engine, flight

modeling, multiplayer support, and a thorough, well-written manual. Unfortunately, for some players, the frame rate problems render the game annoying at best and downinght unplayable at worst, If I-Magic can address the frame rate problems and fix the 3D accelerator statters, IF-22 could prove to be a standout start for Interactive Magic's simulations division.

PAPPEAL: Sim players looking for a more serious F-22 simulation than previous efforts: fans of dynamic campaign engines.

PROS: The most plausible F-22 flight model yet; superb dynamic campaign engine; accurate terrain modeling.

CONS: Frame rate problems and frequent pauses on some systems; poor Direct3D implementation; Inconsistent graphics quality: jerky padlock viow.







DARK COLONY

There is the on Mark And in the twillight of the 21st verbury it release its ugly head. Dark Colony transports you to that not-so-distant future where warning concentions have numbered while and trearthed a horrific secret. Now, all must suffer the consequences.

This is real-time tactical combat — smart, visual, and violent.
The animation? Flawless: Feel the heat and toxic gases singe your eyes with each fiery explosion and massive eruption.







TODAY, WE'D LIKE TO SHOW YOU HOW NICELY THEY'VE GROWN UP.



The planet you wish you never heard of and launches its attack on Windows



TANARUS sets a new standard in multiplayer action-strategy

gaming — delivering futuristic tank warfare either online or on disc. Pick your team, load, up your tank, and let it roll, Experience killer graphics as you havigate through sun-baked.



deserts, futuristic cityscapes and frigid snow-swept lands.
Plant mines, fire an array of deadly missiles, and blog the







nas just declared war on the internet, 55 this fall.



TANK WARRING VAILABLE IN STORES FOR WINDOWS OF TAIL

THE STREETS WWW. WITH IT WOW SNIESE KOLOS SWIEDLING

MULTIPLAYER GAMING ONLINE

No Al online — every tank commander is very real — or practice solo with Windows 95 version.

ONLINE COMMUNICATIONS

Chat with tank teammates, or psych-out the opposition on an open line.

FULL CUSTOMIZATION

Customize controls and peripherals, then choose from 5 different tanks with more than 30 different weapons modules.

POUNDING EFFECTS

Feel the effects that day and night cycles, and weather have on your tank drive.



War is Heaven



SSG and Red Orb Team Up for a Fantastic Return to the Warlords Universe

by Tim Carter

im the Critical enters a clark and mysterious dimgeon. He encounters an army of zombie programmers, and is victorious? He finds...a gem. A big fat gem, in fact—one that will keep him happy for, oh, much more time than he has available.

WARLORDS III, brainchild of the crew at SSG and marketed through Broderbund/Red Orb, is a winner from the minute your fingernails hit the cellophane wap. Based on one of the few strategy game designs that deserves the accolade "classic," WARLORDS III brings vastly improved depth, replayability, and nuance to an already successful and enjoyable game.

WARLORDS III follows the basic turn-based system of its predecessors for solitaire play, but offers simultaneous turns for those with a hankering for multiplayer maybem with human opponents. It ran smoothly and rapidly on my Pentium 120 and was fully functional in Windows 95.

REIGN OF HEROES

True to the original, gameplay in WartLortos III revolves around the control of fortified cities. Individual units have a dizzying variety of attributes and abilities, and up to eight units may be grouped to form an army. Heroes may explore ruins for treasure or magical items, perform quests for similar rewards, and bestow a number of important combat bonuses to armies that march under their banner.

The command structure, which was pretty clean in WARLORDS I and II, remains quite impressive. Moving around the game will be simple even for someone unfamiliar with the interface.



WAR IS HELL WARLORDS III is a turn-based fantasy wargame in which combat is resolved on a strategic scale, as in Civ., not in tactical mode, like MOM.

Little, if anything, seemed to have been left out of previous versions, but quite a bit has been added here. For instance, some of your heroes, depending on their class, may now use magic to augment their abilities, which further depend on the race you are playing.

Unlike past versions of WARLORDS, individual cities no longer produce distinct units. Each race now has a pool of set unit types to draw on, consistent with that race's basic characteristics and attitudes. Any given race may have eight regular troop types, three mercenanes, four hero classes, four magical allies, and one boat unit.

The first time I played this system, I felt a tmy twinge of disappointment. The more limited armies tend to be a bit dull after a while, and battles over castles aren't as massive in proportion. But after only a few games, I could clearly see the wisdom of this design decision. By limiting gamers to a consistent and fixed set of troops, the designers have greatly extended WARLORDS IH's replay value. A game on the same map but with a different race is, functionally, an entirely different game. Moreover, within each

game, each of the different races you fight present a somewhat different threat, based on the strengths and weaknesses of their core mats.

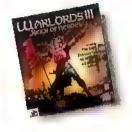
WARLORDS CUBED

For those who love to mix and match, the scenario setup screen lets you create your own race using any of the precisiong units. You are limited only by the total number of different unit types per race

The setup screen offers a huge number of other options that build replay value as well — including a prohibition on razing cities (an important issue when playing against human opponents), an option that allows neutral cities to grow in power if attacked, and random placement of starting cities.

In addition to the twelve preset scenanos, the game comes with a random scenano generator and — surprise — an intineate campaign game.

As just one example of the playing value in WARLORDS III, the classic libria map from the original game is included as one of the preset scenanos. This map constituted the entire game in WARLORDS



Price: \$49.95 Minimum System Requirements: Pentium 75, Windows 95, 16MB RAM, 40MB hard-disk space, 4x CD-ROM, 256-color SVGA graphics, Sound Blaster 16 or 100-percent-compatible 16-bit sound card, 28Kbps or faster Internet connection. Multiplayer Support: Modern, direct connect (2) players), LAN, Internet (2-6 players). Designer: SSG Publisher: Red Orb Entertainment Novato, CA (800) 548-1798 www.redorb.com Reader Service #: 342



MIGHTY TIM Heroes play an important role in WARLDROS III, since they can hunt for treasure, embark on quests. cast spells, and bestow bonuses on your troops.

I, without many of the options and variations available here. Yet, in WARLORDS III it constitutes a tiny fraction of the complete game. Having spent a dozen or sohours on the Illuna map already, I can say with some certainty that gamers will not easily run out of things to do with WARLORDS III.

CALL TO ARMS

What you do in WARLORDS III, of course, is fight. A lot. The core WARLORDS combat system hasn't changed in structure, but a wide range of modifying factors has been added, giving gamers more options when building their armies or taking out the enemy. For instance, individual leaders or units may contribute positive (to your side) or negative (to your opponent's side) modifiers,

while many units also have special attributes or abilities such as assassmation attacks, archery attacks, poisoning, and disease.

A major asset of past WARLORDS games was the strength of the Al Warlords III is no slouch in this department, although I found the "Psycho" level somewhat easier than I would have expected for the most

difficult level. While the computer still fails to manage its heroes properly (not picking up treasure lying on the ground when an enemy hero is killed, and ignormg some rums), it has become much more adept at knocking off your heroes. particularly if you leave them exposed

I was especially impressed when the Al, during the fifth or sixth scenamo of the campaign, made a systematic effort to kill off the heroes I had been carefully nurturing into powerful higher level paladms and mages. The computer will also raid your home territory frequently and is not averse to scorehed-earth tactics if it starts to lose.

According to the manual (generally well done and useful for learning the game and for reference), the diplomatic system has been tweaked considerably

from earlier versions. I must admit that I didn't find much functional difference in the new routines: The computer players tended to fight amongst themselves until I had become the biggest single power on the map, at which point they ganged up on me.

FRIENDS AND FOES

Along with the campaign game, the greatest addition to WARLORDS III is the multiplayer option. Playing via the Internet or a LAN, up to six players can compete in a real-time/simultaneous turns mix. Chasing down enemy heroes and deckling the order in which to move - and saving reserves to react at the last second - are now key decisions when playing against live opponents.

This game has little to dislike. If the premise doesn't interest you, you may do better shopping elsewhere, but for fan of fautasy and strategy, or just strategy for that matter, WARLORDS III is a winner from the timest elvest scout to its Selentine elephant shock eavalry &

APPEAL: Anyone who likes strategy games.

PROS: Fun; ultraclean; tons of replay value; great campaign; multiplayer support.

PCONS: We're still looking.



Campaigning for Warlords

ew to the Wartones system, the campaign game. strings together a series of scenarioe around a plot the han you lead the Selentines against the evil forces of

quite adopt at picking off unguarded high-level neroes an floating too near the front lines.

the undead Lord Bane, Bane has at least one primary ally and even the powers that are supposedly in your union of good are as likely to send their armies against you as

fagainst the principal foel The campaign allows you

to carry your top heroes and a limited number of magical items from one scenario to the next, which becomes useful as your heroes grow in power. Be careful, though as the computer becomes



FOR THE SELENTINES A welcome addition is the campaign in Warconns III, in which you battle the undead forces of Lord Bane.

After each scenario you get the option of upgrading some of your core military units. I found this: almost as attractive as carrying heroes forward. Being able to give your heavy infantry more movement and a better! attack factor constitutes a major bonus over the course of multiple scenarios

> Il also found the scenarios in the campalgn-which can't be played separately—to be among the more challenging) preset games. In many, your enemies get natural advantages from terrain, the placement of neutral cities, or the starting disposition of forces. This makes a nice change of pace from scenarios in which each side starts out equal.

WARWIND HUMAN ONSLAUGHT

Its Not Just For Aliens Anymore.



Many years after the great con-Mict; much has exanged on Yavaun. Homana, reluctant colonists, are new part of the cultural diversity of this alian world.

WAR WIND II: HEMAN DISEAUGHT offers new, larger vehicular and mechanized units. All-new maps: with improved terrain graphics: Streemlined gene play in building and pre-enting your exits. All this, plus the unpredictable human stemest, makes WAR WIND II much more than just a requel.

K's a whole new game.





To Order: Visit your entailer or call 1-300-234-3066 (USA & Canada) with Visa or MusterCard.





War Wind his a kedamatic id Shinkelia Shinkeliang in Shinkeliang i

Damned If You Do





DUNGEON KEEPER: It Brings Bad Things to Life

by Chris Lombardi

he laws of Karma could have predicted this. Since the beginning of gaming, we've played almost exclusively on the side of Good We've saved untold thousands of lands from the ravages of Evil and sent legions of hellspawn scurrying back to the pit from which they sprang. It was only a matter of time before Black came back with a score to settle

But who would have guessed that 20 years of goody-two-shoes guming could be countered by a single game? DUNCEON KLEPER, a real-time strategy game from Peter Molyneax and his minions at Bullfrog Software, is evil enough to do exactly that. It's evil not only in its high-level premise—the gamer dons the acrid cape of the Dungeon Keeper, a vile lord of an

underground domain who is Intent on destroying all that is ente and happy in the world—but also in the details of day-to-day deviltry and the dull, workaday elements of rat-bastardry. Torture, ritual sacrifice, environmental disaster, eruelty to animals, wanton shuighter, petty meanness, avarice, and hate are all proudly on parade. Consider our karmic debt paid in full...with interest.

As Dungeon Keeper, your job is to hew a gloriously Indeous dungeon from subterranean rock, attract evil creatures to your palace of pain, and use those creatures to either fight off bordes of lonting adventurers or destroy a rival dungeon keeper. En route to victory, you must play the control freak of all control freaks, ensuring that your creatures are fed, trained, and paid; dungeon traps are being built and set; spells are being researched; and your own creatures aren't brawling in the barracks. It's like

being nanny to a gang of half-ton toddlers with fangs and claws.

IT'S CALLED A PICK-AX, DIG?

The foundation of the game is dungeon design, which plays out like SIMCHY in Hell. From an overhead isometric perspective that can be freely rotated, zoomed, and parmed, you map out a floor plan in the virgin rock. Flordes of Imps, the workhorses of your mimons, dig out the rock. They also mine gold, fortify walls, and mop up corpses after battles. Should you wish your Imps to work harder, or should you just feel like a nasty SOB, you can reach down with your bile-colored claw/cursor and give an Imp a good smacking - just one of a dozen twisted, brilliant, and therapentic design elements

When the Imps have finished their digging work, it's time to carefully place dungeon rooms for maximum efficien-

cy There are 14 different room types, which range from the straightforward, functional Lairs, Hatcheries, and Transing Rooms to exotic locales such as the Tortuse Chamber (wherein you wrench into from captured enemies and convert them to your cause) and the Temple (wherein you can saenfice creatures in hopes of pleasing the gods) Exactly how these rooms work is, like much else in the game, a mystery. The game's manual is loath to give out the most basic of info, presumably leaving the details to experimental players and Builfrog's self-published strategy guide.

Unlike the manual, the game itself brims with nuance and



Price: \$49
Minmum System
Requirements:
Pentum 90 (P133 recommended), 16MB
RAM 65MB hard-disk
space, 4x CD-ROM
drive, DOS 6,22 or
later, LocalBus or PCI
SVGA-graphics video
card Sound Biaster
compalible sound card,
mouse.
Multiplayer Support:

Modem (2 players), LAN (2-4 players) Designer: Peler Molyneax & Bullfrog Productions Publisher: Electronic Arts San Mateo, CA

(800) 245-4525 www.bullfrog.ea.com Reader Service #: 343



MONSTER MASH Inside that cloud of poison farts and ozone rages a huge battle. The minicombat status screen at the bottom allows the Keeper to monitor his troops.



PRIZED POSSESSIONS The Keeper greedily surveys his Treasure Room through the eyes of Fig, an eighthlevel dragon



CHOW TIME Creatures chow on chickens in the Hatchery before heading off to bed. The window in the upper-left corner shows the entire dungeon layout.

dwinely superfluous detail. For instance, every creature that you attract to your dungeon has its own name and 10 aidwidual statistics, from its kill total to its blood type. None of this info matters in the slightest, but its cool. And its clear that cool was the byword of the Bullfrog team.

REALTIME? TRY NO-TIME

The general pace of the gameplay is totally mame. DUNCEON KREPER is similar to other real-time games, but with double or triple the workload. It's like a REO ALERT where you not only have to build a Tower of Nod, but also have to ensure that the little men in the tower are working efficiently. It's like a WARCRAFT where you can direct units to a location, but if one unit gets pissy because it's hungry, it starts attacking your troops. It's like a REO ALERT where your Harvesters...well, your Imps are exactly like Harvesters stupid, and requiring constant redirection.

In many of the 20 single-player scenarios, your opponents are roving bands of adventurers who tunnel toward your dungeon. The key here is to choose when and where you will fight, which is a matter of fortifying your dungeon walks so that the adventurers can't turnel through At the same time that you're fortifying, you need to expand your dungeon, which opens up weak points to the adventurers' packs. This dynamic creates a deliciously tense siege mentality

Attacking a rival Keeper is a different, and somewhat odd, story. Here, it's a war of efficiency and attrition, a matter of sheer numerical supremacy. You must affract and train your creatures faster than your opponent can. When it finally comes down to combat, there's little you can do to belp your cause factically, with

the exception of casting spells, due to one strange element of the design: You can pick up your creatures and plop them down anywhere on the map that your Imps have "claimed." So, anytime you have contact with the enemy you can instantly drop the entire strength of your army on that spot, at which point a hugely chaotic melec ensues, which often involves 20 or more creatures. The best a Keeper can do is watch an iconic combat dialog, casting a variety of defensive and offensive spells, and pull the wounded out of battle.

Because of this "creature plopping" there's no concept of a surprise attack, flanking, or any other traditional thetical concern in DUNGEON KEEPER Battles are won in the training and recruiting of creatures during the preparation period in most cases, defeating a rival

Keeper (by destroying his "dungeon heart") is a matter of breaching his walls, plopping creatures in, and winning a massive battle, which gives your Imps time to claim more territory. And then you repeat the process. This, particularly in multiplayer games, can take a long, long time.

As does the game as a whole. Twenty scenarios doesn't sound like much, but it's plenty. The scenarios are nicely paced, starting out with a few excellent

The Eye of the Beholder

Dungeon Keepen offers you something you always wished you had in SIMCITY: the power to come down from your isometric perch and strut around in the World you've created. With the help of the Possess spell, you, can drop into the mind of a creature and see your dungeon in all ita 3D glory Tha 3D engine is no QUAKE (or even Doom) but the view down there is tascinating because it's yours and it's alive in theory, the 3D view is even unctional. While possessing a creature, you have access to the creature's unique perspective and most of its abilities and spells You can use your creatures to explore, fight, and work, but with the exception of a few special sitluations, it's almost always more practical to stay in the iso-view and orchestrate the show. But, hey, sometimes aven a Dungeon Keeper has to stop and smell the rotting viscera



CLASH OF THE TITANS A firoll watches as a tenth-level diagon and Home. Respect on it on A sixtin the tomground thinks twice about jumping in

tutorials that gradually introduce you to the remarkably easy interface and all the fun toys in the Keeper's toy box. The sense of discovery in the first half-dozen scenanos is truly thrilling.

Once you get beyond the

TOUGH AS HELL

tutorials, things get a lot tougher, both because the scenarios are larger in scope and because many of them are designed as puzzles. In some scenarios, for instance, the rival Keeper's dungeon is difficult to reach and requires some tricks to destroy. In many others, powerful creatures are ludden in caves that a Keeper might stumble upon. If he does so too soon, he's finished, and the scenario must be started over with a lesson learned Puzzle seenarios seem to be a common design technique, particularly in real-time strategy games, both as a way of adding variety to what is fundamentally a granding war of attrition, and to cover up weaknesses in the computer's intelligence.

These days, multiplayer gaming is the common answer to the AI problem, and it's here that we encounter DUNGEON KEEPER's greatest potential success and failing. Multi-human play with a game as deep and complex as

AIOU1

Creating a good Al is notoriouslyfiard in complex, real-time strategy? games, and the designers of Dungeon Keepen didn't escape that pitfall. As in Bullfrog's Magic Carpet, the Al here is supposed to be extremely advanced, learning the player's tendencies and adapting its strategy to him, which is an extremely tough thing to verify. It clearly does some things well-rote, efficiency-oriented things at which computers excel. But it's weak? where Als are always weak-on the attack and in planning broader strategic goals. This is not to say that Dungeon Keeper's Al is especially bad, it's just typically had.



RUDE AWAKENING If adventurers tunnel right into a Lair to take your napping creatures by surprise, you need not worry; you can always plop all your free bad-boys into the melee.

DUNGEON KEEPER promises to be extraordinarily neh and subtle. Indeed, after just a few LAN games with some gaming buds, we saw some very clever tactics emerge, which required the development of countertactics and counter-countertactics - a sure sign of a great multiplayer game.

Unfortunately, the game only supports LAN and modern play, which was the standard—considered progressive, even—three years ago, when Bullfrog began development. But the world has since gone the way of TCP/IP, which isn't supported. Bullfrog has made some noise about a TCP/IP upgrade, but as of press time, there's no sign of it What's more, the multiplayer play can be very slow, unstable, and has a nasty 5–10 mirute resync period. Bullfrog thus faces a double challenge in getting this game on the Net.

But even if they don't, DUNGEON KEFFER will still stand out as a damned fine creation. Its utter uniqueness and sense of style alone are worth the price, especially in these days of recycled inspiration. It's a true gamer's game; tremendously deep, demanding, and open to



BEHIND BARS The Keeper's minions are more complex than the hordes of WARCRAFT, and some, such as the Horned Reaper, often require "special care."

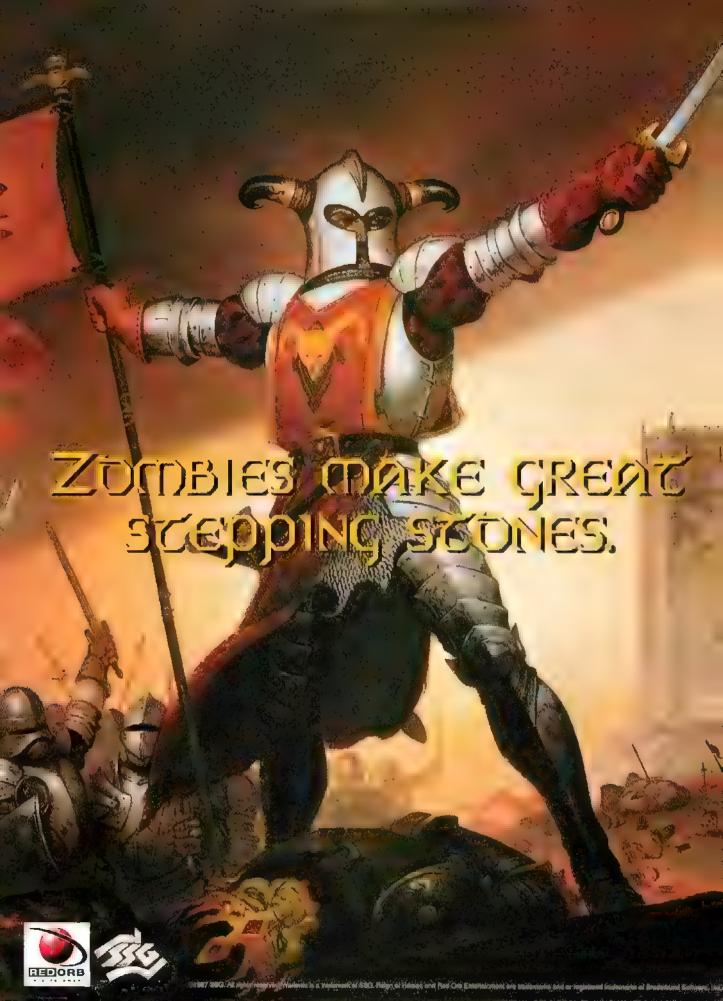
exploration. Let's just hope that Bullfrog can get this game on the Net, for if they can't, half of this game's potential will he locked away forever in a dungeon few can reach. And that would be the worst of all the evils this game brings to life.

▶ APPEAL: Sociopaths and/or servants of the Dark Lord. Also, strategy fans, particularly fans of realtime, looking for a totally fresh take on the concept.

PROS: The most unique game in years; stylish, multifaceted, and as deep as the pits of Heli.

PCONS: Puzzleoriented scenario design a turn-off for pure strategists; multiplayer play is currently limited and buggy.





"Warlords AI not only blows away the immediate fantasy-based competition, but other strategic wargames as well." -PC Games

"For this gaming series, third times a charm!" -PC Gamer

LUARLORDS III REIGN OF DEROES

"Warlords III pushes the envelope forward for turn-based games — especially for internet play." —Computer Gaming World



Unique amultaneous movement mode for up to 8; players in multiplayer games revolds each players; acrious in real rime.



Test your strategies with more than 80 different submand creatures and warrious, plus countless; spells, abilities and rewards over multiple termine.



Straggle against computer opposents whose Almonitors your every tendency and plots claborate attategies against you and your allies.

Hordes of the Undead overrun the Scientist Empire, leaving utter devastation in their wake. From the ashes, a powerful new reign of heroes arises to contend for power and build a new empire. Arrayed against zombies, elementals and other unspeakables, you must arrange alliances, cast horrific spells, and lead your armies to victory... or be crushed beneath the enemy's merciless heel.

WWW, WARLORDS3.COM



Little Green Men

The Third X-COM Won't Disappoint the Alien-starved Strategist

by Tim Carter

men are back.
Or, at least,
they've left the
environs of TV
and film for the
more cerebral
terrain of PC
strategy games,
Specifically,
they've returned through XCOM APOCALYPSE, the
third in the popular X-COM
series. (In case you're won-

he little green

third in the popular X-COM series. (In case you're wondering, there actually are some little green men in X-COM APOCALYSE—really, really little, in fact).

The most striking change in APOCALYPSE is its sharp left-turn away from the popular conception of akens and the alien menace. You won't find any cattle mutilations here — with good reason, as according to the game's plot, Earth doesn't have any cattle left to mutilate



X-COM APOCALMISE posits a futuristic society in which environmental degradation has reduced the population on Earth to a single doined city run by a variety of corporations and criminal organizations. You, as X-COM commander, are responsible for protecting the city and these organizations from an unknown alien threat originating from a completely different dimension, nither than just from another planet,

This may be disconcerting for some X-COM fans, as one of the most attractive features of previous games was the battle against some of popular culture's favorite bogeymen. Undoubtedly, defending an abstract city with abstract corporate organizations from unrecognizable aliens will be a letdown for dic-hard fans.

Personally, I find that the strengths and strategic depth of the game make up for what it lacks in plot. The story isn't as



X-COM CITY instead of battling aliens for a world, you're fighting for a domed city, but you'll still need to research tech and fight infiltrating aliens

good, but the gameplay remains slick, fast, and fun.

APOCALYPSE contains a strategic game of fiscal management, research, construction, the general uncovering of yet another nefarious plot, and a factical small-unit combat engine. In this version, three dozen infantrymen operate across either urban areas or crashed UFOs in search of raiding altens. (For most missions, a dozen is more manageable and adequate.)

While the tactical maps aren't significantly wider than in past games, they have much more depth, reaching up to mine stories high. Most battles take place indoors, and it seems as if the designers

SEEING RED Apocalypse has a different style, with these '50s-style ships, but unfortunately it breaks away from the excellent storyline of X-COM for a strange, new direction.

opted to move away from randomized combat locations toward a diverse, but still somewhat hmited, set of buildings and Ul'Os in which to fight. With all the new space, it is almost impossible to cover the entire terrain in a "sweep" format, and gamers will likely find themselves adopting "search and destroy" tactics instead

Both strategic and tactical interfaces have been given a complete

overhaul, although the new product retains the essential skeleton of the original. With a few exceptions (such as keeping track of which soldiers are based where) the new interface works quite well. Also, it seems relatively stable: In more than 60 hours of play the game crashed on me only four times, although it did slow down considerably during raids on the higger UFOs, and during some very complicated real-time combat sequences.

BATTLE STATIONS

As rumor and sneak previews have already reported, combat in X-COM can be either turn-based or real-time

> Deciding which system to play is largely a question of personal preference: I found both to work well, although you do tend to trade control (in turnbased mode) for excitement and speed (in realtime).

The aliens are organic in nature. Many crawl or slither, and they need to get close to your squads to do any real damage. Even though your troops are generally in more danger, playing in real-time gives them a much better chance of taking



Price: \$49

Minimum System

486DX/100, DOS 5.0, 8MB RAM (16MB In

Requirements:

Windows 95), 20MB
hard-disk space, 4x
CD-HOM drive, SVGA
graphics, Microsoftcompatible mouse;
supports most major
sound cards.
Multiplayer Support:
None.
Besigner: Mythos
Game Ltd
Publisher: Microprose
Alameda, CA
(510) 522-1164
www.microprose.com

Reader Service #: 344

out charging brain suckers, hyperworms, and the like, because your squads can fire continuously as the critters approach. In turn-based mode, you get one turn's worth of fire plus one or two reaction shots, and that's it. If you miss, you're slug bart.

Also, while the Al periodically has its troops doing the "sectoid shuffles," the computer proves a worthy opponent. Well-planned movement and attacks are rewarded with low casualties, while careless advances are sure to be ambushed. Altens are frequently aggressive, and more than once an alten rushed out from behind cover, switched to auto, and unloaded on my point man. As the altens infiltrate potential allies, you must keep collateral damage to a minimum. Dead civilians make enemies very quickly, and alten anthropods use civilians for cover. Stow those grenades, boys.

Another reason to go realtime is to speed up guneplay in general. As with its predecessors, X-COM APOCALYPSI requires players to establish and develop bases within the city, research new technology, and build new items based on research. You must also bandle the city's political issues and keep the aliens from infiltrating key organizations, such as the guys who make your equipment. Money is scarce, and gamers will find themselves with many finan-

cial dilemmas as the game progresses.

As the aliens are very aggressive even at the medium level of difficulty you may have to respond to six or seven incursions while you wait for a key technology or funding to appear

In turn-based mode, each combat could take 1–2 hours, while in realtime they fanish in around 20–30 minutes. As



LIGHT BRIGADE Combat, whether it is turn-based or realtime, actually plays very well. All the battles, though, are in bright light, not eerle darkness as in X-COM.

> the game's plot developed and I was eager to build new ships, gain new equipment, and carry the fight to the enemy, I gravitated toward real-time combat simply because it offered a quicker resolution.

BELLY OF THE BEAST

Eventually, you must take the battle to the aliens, sending your squads into the alien dimension to stop the extradimensional menace. Unlike the original X-COM, in which the mission to Cydonia was a one-shot attack, the alien dimension here consists of multiple buildings (for want of a better term) and a plethora of hostile forces. One flight through alien air-space should cure all X-COM fans of the "Geez, that enting was easy" blues.

X-COM APOCALIPSE is a well-constructed, enjoyable game. There would be little in the way of criticism regarding the game were it not for the superior flair and overall style of the onginal game X-COM was a joy to play because of the basic story, which was so compelling. Unfortunately, the same can't be said of X-COM APOCALIPSE's story. But that is APOCALIPSE's only problem, and its more of a missed opportunity than a genuine flaw. It isn't as good as the original, but its entertaining and worthy of your time and attention.

Brattime vs Turn-Based

Irsh a contession. As an X COM alicionado and a realtimus skeptic, I was ready and willing to dislike the real-time element of Apocalypse. Having played it, I have to confess that it is quite fun and speeds up the game, albeit at the expense of your troops, whose lives are in more danger during real-time play (at least with me at the controls).

Firefights are more gripping in realtime, and flanking maneuvers and reinforcement of the point of contact become quite important. Ammunition supply becomes a greater factor when the clock is running, as your troops tend to blaze away quite freely with little regard for their stocks.

On the other hand, managing large numbers of troops in realtime can be difficult. Your squads tend to bunch up when ordered en masse; and don't always watch their backs very well. This is important, because the aliens are quite adept at flanking maneuvers themselves, and seem quite willing to drop down a floor, race the length of the battlefield and appear via an elevator at your rear—

or even in the middle of your forces, for that matter.

Each mode also requires somewhat different tactics and equipment, I sometimes switch modes to suit the ordnance available to my troops. For instance, my favorite weapon under most circumstances is the Megapol Gas Grenade. This handy device sprays a cloud of knockout gas over a wide area, rendering virtually all humans and most aliens within the cloud unconscious for the duration of the battle.

Early in the game, when yourtroops are inaccurate and slow, gasgrenades are critical to your survival-particularly in turn-based batties where each turn offers only a very limited number of shots to each soldier (but more than enough time to throw two or three grenades). The problem is that only so many grenades come on the market each: week, in a busy week, I was usually running out by Wednesday or Thursday, By switching to realtime,, where projectile weapons are more effective, I could zap intruding aliens without rest.

FAPPEAL: X-COM and realtime fans looking to kick some alien butt.

>PROS: A great person-to-person combat engine and many of the gimmicks X-COM afficionades are looking for.

CONS: Plot a major swing away from the original; missing much of the flavor and style of the classic.



Oops! Your Psycho Crown lit a match and took out an enemy block.



Just when you thought it was safe... enemy zombles invade your turfl



Hooligans are down for a 4 player network (or modem) party!

"One of those games that keeps us at the office late."

· Ulina Game Players (Jame 187)

"Constructor is fun and challenging on so many levels."

- GameSpot (June '87)

"Constructor takes the Sim game idea to the Nth degree."

EGM (April 197)

"Constructor grabs you with its humor and keeps you glued to your seat with its well balanced and compelling resource management aspect"

Computer & Net Player (July '97)

"The humor is sharp, the graphics are well-composed, and the gameplay is intelligent without being dull."

- GameSpat (June 197)



Manage your finances or bean-counting bankers will descend like vultures!



Master resources, control territories, build empires, it's all in a day's work.



Mess with the mob and you'il be taken out with the trashl



URBAN UNREST AHEAD

Another day another mobster to pay off another drunken rave to bust up another commune to furnigate. This is no ordinary sim. This is a city where the foremen take graft, unlicensed repairmen screw up your apartment buildings and psychos roam the streets. We gave life to your simulation in a lits funky, mispegotten, low down giory. So if you want to build sprawling utopias, get rich and rule the world you're gonna have to get your hands dirty.

HEY, IT'S YOUR CITY...DEAL WITH IT!





TAKE THE GALAXY BY FORCE.

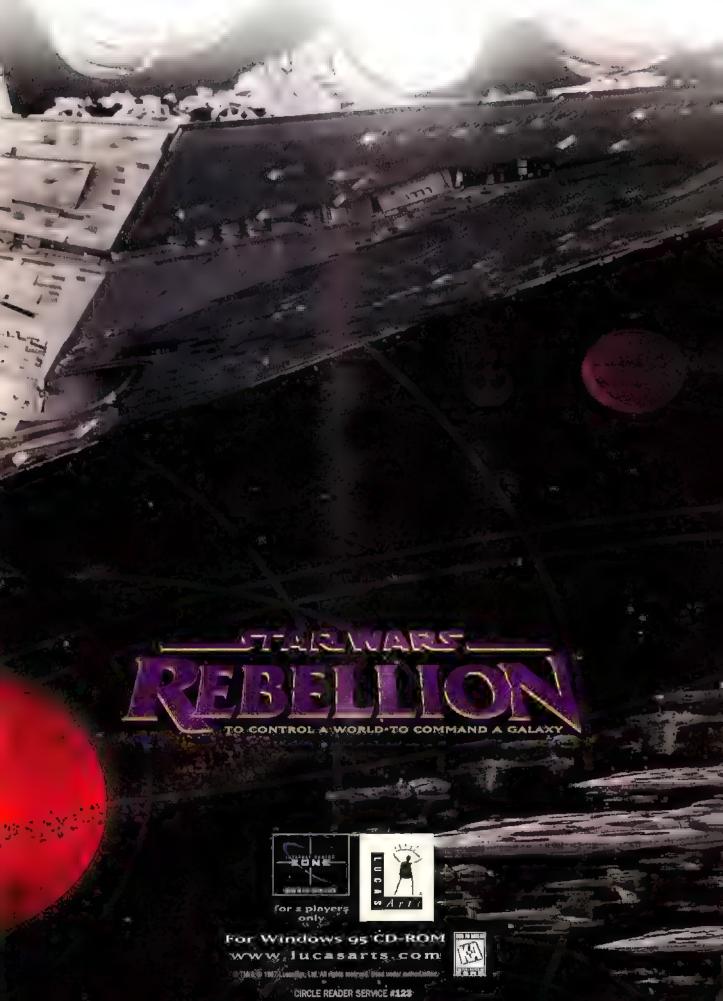
Oonquer the galaxy through military action, diplomacy or covert operations. With Star Wars Rebellion, those are just a few of the ways to implement strategy and tactics on a grand scale — with control of the Star Wars galaxy as the prize. Command the Rebel Alliance or the Galactic Empire. Engage in spectagular battles. Earn the loyalty (or resentment) of some 200 planets. Play in real-time, in single play mode or two player mode over a network, the internet or direct connect is the Force with you? Discover for yourself.













The Last Bulge?

SSG and SSI Join Forces for the Best Bulge Ever

by Jim Cobb



long with Gettysburg. Waterloo, and Stahngrad, the Battle of the Bulge is a very popular, yet difficult, garning subject. The Bulge presents designers not only with the problems of comparisons with older games and Instorical accuracy but also with supply

problems and traffic Jams. Weaving these mundane aspects into an exciting context is a challenge to serious design ers. SSG&THE ARDEANES OFFENSIVE. the first in a planned series of the DECISIVE BATTLES OF WWIL is so good that it may be the last word in operational studies of the Bulge.

The graphics aren't stunning, but the maps fit nicely into the regiment/battalion scale and cleanly represent the terrain of Belgium and western Germany. 'The usual icons for movement and stajus options exist, as well as a jump map. The regimental units can be displayed with divisional insigma, NATO symbols, or weapon silhouettes.

If you're worried that this sounds like another straight boardgame port, just click the right mouse button. Then you'll see the unit's parent organization, its organizational steps, attack and defense strengths per step, supply status, weapons silhouette, and the everimportant operational points (OP), This elegant unit display easily portrays the link between OPs, combat, and supply without the need for constant reference to cumbersome charts and tables. If you've ever wanted to play more serious strategy games, but were thwarted by rules complexity, THE ARDENNES OFFENSIVE is a great, accessible place to start

Minimum System Requirements: P90, 12MB RAM 15MB hard-disk space. Windows 95, SVGA graphics, mouse, supports Sound Blaster and compatible sound cards. Multiplayer Support: Network IPX, Internet TCP/IP, modern, and serial-port direct connect (1-2 players) Developer: SSG Publisher: Strategic

Simulations, Inc.

Sunnyvale, CA

(800) 601-7529

www.ssianline.com

Reader Service #: 345

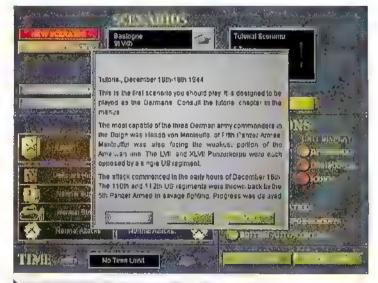
Price: \$59.95

PERFORM THE OPERATION

Every unit has eight basic OPs, but armor has a higher maximum OP limit than infantry Maximum OPs can be

gained, even doubled, by the actions of units in supply. However, supply is, in itself, a function of OPs, because a unit must be in supply to receive them Supply is determined by the number of OPs a unit would expend to reach either a supply dump or a mobile supply source. Thus, OPs create an interlocking relationship with movement and terrain, limiting a unit's latitude of action. Factors such as time also figure into supply (see the sidebar).

The Attack and Defense Combat Capabilities (A/DCC) are separate, but still dependent on supply and terrain OPs. A unit expends all ACCs in attack and must be in supply to renew them, although an out-of-supply unit will not lose ACCs until it attacks. As scenarios go on, Cerman supply drops from 100 percent and American supply increases, so ACCs available are a function of overall supply status, and not a constant. A panzer unit with a maximum ACC of 12 will



ARMCHAIR GENERAL ACCESSIBLE Better than most tutorials, ARDENNES' covers the exciting opening days of the Buige and eases you into the action.



TRAFFIC JAMS Here, you get a good look at what the Germans are up against: Despite rapid early gains, they are running out of roads-and time.





DECISIVE BATTLES OF WWII: THE ARDENNES OFFENSIVE • REVIEW

have a replacement of 9 when German supply drops to 75 percent. Through this musture of OPs, supply, and time, ARDENNES re-creates the German problems of distance and logistics and highlights American transport efficiency.

If you left-click on a stack, you highlight the hexes to which the unit may move, a la PANZER GENERAL. Likewise, if you click on an adjacent enemy unit, you bring up the combat screen: On the right, you view the combat area with all involved units along the top border, on the left you see attack and defense strengths and bonuses for terrain, entrenchment, and divisional integrity. You receive better odds when you have the tactical advantage, artillery/air support, aggressive leadership, or all of them at once.

NO GIMMICK REQUIRED

The OP structure is much more than a gimmick the ability to move and fight with your units in any sequence makes combat very fluid. Thus, your infantry can make a hole for armor, then your

armor overruns weak units, and finally the first units may move again to mop

up. ARDENNES is a veritable smorgasbord of wargaming. Towns and destroyed units become strongpoints to slow advances; air interdiction and German infiltration teams aicrease enemy OP costs; artillery units lose effectiveness as the front becomes fluid. For replayabality, feel free to try out random reinforcements. different supply levels, and even "loaded" dice.

The scenarios cover all phases of the battle, from actions such as St. Vith and Bastogne to the entire Decemberlanuary campaign. As the American, you must know when to run and delay until reinforcements arrive. while the German player must walk a fine line between grabbing victory hexes and



POLISHED CHROME Whether you're into 8-26 bombers or Tiger tanks, you'il find them in the weapons database.

preparing to go over to the defense. Optimizing combat must be balanced against saving ACCs and preparing for follow-up attacks. The AI is good—as we've come to expect from SSC—and unpredictable, which adds a lot to replay value.

ARDENNES has some ruce touches unrelated to gameplay, including a selection of unit histories and a robust weapons database is the game perfeet? No. The most irritating flaws occur in the manual, which does a decent job of teaching mechanics, but is pretty opaque when discussing details of supply and combat. For an operational WWII game, ARDENNES is a bit light on the aspects of command control, which seems to be a designchoice to keep things moving along briskly Lastly, the boardgame-style sequence - you go, then I go - does hurt spontaneity On the other hand, if you're looking for a realistic, challenging, and enjoyable WWII game, don't let these minor flaws slow you down: ARDENNES is the best computer game ever on the Battle of the Bulge. &

Supply: Do the Math!

o win Ardennes you need a thorough understanding of supply and operation points—easier said than done. All units have 8 basic operation points unless they are surprised Americans, whose infantry can have a maximum 12 OPs and armor a maximum of 24. Basic OPs are constant, but max OPs come from supply and activity, as unused additional points accumulate. To be in supply as the Americans, one of your units must be within 30 OPs of a supply truck, which, in turn, must be within 30 OPs of a supply dump; the Germans are similar, except that they must be within 24 OPs.

Germans begin with 100 percent supply and Americans with less. This relationship reverses as the scenario progresses. The supply percentage affects the amount of points toward the max OP, so infantry with 50 percent supply, for example, adds only two OPs to its basic value.

You don't really have to do the math; just keep in mind that supply is crucial during play, especially during combat. Any of your units that are out of supply after an attack lose their attack capacity. Defense capacity is normal for the first combat of an out-of-supply unit, but results get worse in subsequent attacks. So make sure that last attack works, and don't get isolated!



NO WAY OUT Even if this defender survives the assault, it won't be able to light its way out. Don't get isolated, and keep reserves handy to rescue units!

DAPPEAL: Anyone Interested in World War It or conventional strategy games.

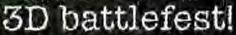
PPROS: An elegant system captures all the important aspects of the Battle of the Bulge in an accessible manner, with plenty of great chrome.

Incomplete, overly complex documentation; light on WWII command and control aspects.



Pick a

Dark Omen: A full-screen, real-time,



- Based on Warhammer, the world's best-known fantasy battle system by Games Workshop.
- Lead your mercenary Grudgebringers against the undead legions of the Dread King. in a branching campaign of 25+ battles!
- The only arcade/strategy game available with full-screen, real-time, true 3D gameplay.
- ➤ Constantly evolving game and expanding army with up to 45 units to choose from.
- 2-player support via TCP/IP, IPX, modem, and serial port.





WINDOWS 95 CD-ROM & PlayStation www.warhammer.ssionline.com

QAMES WORESHOP

Fight.

Final Redemption: An epic battle for human survival!

- Set in the Warhammer Epic 40,000 universe by Games Workshop. Peatures the armies of the Imperium of Man and the Space Ork Hordel
- Command a vast army and wage turn-based war on the battlefields of the 41st millennium
- Campaign play features over 50 scenarios and 20 minutes of live action video.
- Comprehensive encyclopedia covers the forces of the Warhammer Epic 40,000 universe which includes over 100 unit types to select and control.
- 4-player support via TCP/IP, IPX, and modem.









To Order: Visit your retailer or call 1-800-234-5088 (USA & Canada) with Visa or MasterGard



A HIMBECAPET COMPANY

that's the way it is in BUSLNESS,

one day you're CEO

BIOTECH ANTLYN

COURSE LIDA





neal time strategy that gets down to business

elay war inc. win prizes, drive a hummer

As if buying a copy of War, Iric wasn't enough

how you dail play the Interactily magic

War Lic Number of 98 contest

for a chance to wini weekly pr

even win our Grand Prize-a

FREE for one year!

Each copy of War, Inc. purchased with now

and December 31st, will contained they with

possible winning number. Chem on Wishins

निरंदकः //अवकृत्वसुत्वसुत्वस्वास्ट द्व

and compare your number if it graid

could win interactive Magic games, clothes, and

cash, with new prizes awarded each week

For now, just imagine yourself in a brand new

Hummer Pick up a copy of the game and

remembers shoot Low self Hugh

Kiss hour hold car goodeye



Look for your winning gey and visit your local software retailer for offi rial contest rules or visit

http://www.imaglegames.com/cgw/warinc

No parking semeces hary

Benefitzed in



CIRCLE READER SERVICE #171

Right Bay 18 4941 Reisearch Trian ofe Park

N.C 277.09



fisit your foral retailer of call coll free 1 800 448 5261 to older a copy today



Limited Vision

ENEMY NATIONS IS Just Another Lukewarm Entrant Into the Real-Time Arena

by Martin E. Cirulis

he nice thing about wargames is that for every company that thinks slicker, faster, simpler clones are the road to success. there is a designer somewhere who thinks that complexity and realism are a better route to a good game. In this case, as other companies rush to make more accessible (simpler) versions of COMMAND & CONQUER, Windward Studios, in partnership with publisher Head Games, has created its own C&C-forgrownups title, ENEMY NATIONS, which sticks with the ever-popular real-time format, all the while offering a slightly more complex and realistic resource and combat model. Unfortunately, the increase in detail seems to have come at the expense of the game itself.



Oddly enough, in the premise department, ENEMY NATIONS bears far less resemblance to C&C than at does to last year's competent sci-fi turn-based wargame, DEADLOCK. Once again, in a very crowded galaxy, the great races of space, human and otherwise, are forced to battle over a viable world through the use of colonizing skills and sheer force of arms. The last and greatest colony whas the world as the other races just shuffle off admitting defeat.

While we have seen this game before, especially when you consider the resources model and the dependence on raw materials for construction, it is very nice to see it all in a viable, real-time format. The game starts as your mothership touches down and your initial units roll out. Their number depends on the starting level you pick, but will melude at least a con-

struction crane and two hinder trucks Your ship also carries enough raw materials to get your initial infrastructure established

While all-purpose construction vehicles are a standard feature in real-time wargames, the hauler trucks are an interesting nod to detail. Whereas most

resource games assume that once you cut a tree or dig up a mineral it is whisked away to some convenient central storage area, EN makes no such assumption, and thus the trucks are a vital part of your game; they had resources from harvesting sites to the factories and then to the power plants or refineries, where

they are processed. This makes for a whole new level of tactical decisions concerning the placement of facilities. Plus, for the first time in a game of this type, roads are actually relevant

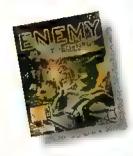
The trend toward greater realism does not stop with hauling around various raw materials. Players must also build



► TIMBER The level of realism here is fairly extensive; you not only have to harvest different resources, but you also need to ship them to refineries and processing plants.



LAND HO The terrain engine and graphics in Enemy Nations are impressive as strategy games go, but they can slow even the fastest systems.



Price: \$29 99 Minimum System Requirements: 486/80 or better, Windows 95/NT, 8MB RAM, 4M8 hard-disk space, 2x CD-ROM drive, Windows-compatible sound card and mouse. Multiplayer Support: Modern, Direct Connect (2 players), LAN, Internet (2-12 players) Designer: Windward Studios Publisher: Headgames Interactive Minneapolis, MN (612) 321-9470

www.headgames.net

Reader Service #: 346

THE DECKS ARE SEALED.

And, unless you're good, SO 15 YOUR FATE.

Introducing Magic: The Gathering Spelling Condest expansion set for the PC.

More crossures. More spent. More ways to experience the thrill of Magic.

Intensify your Magic PC gameglay with the major exalted Served Dear Companion bires of the Ancients from bestows rare and powerful cards like Juzain Djinin. Consequence Bear and Pissone Blam from the Utilizated. Arabian Nights and Antiquities and sets. Construct decks around the Brance or fine turns are susting one write our lands to more a demoralizing defeat. Either way, Spells of the Ancients gives not over 1.00 messages and builties to state or connection points and grant your planeswalking for











Regions Magice The Cothering for the PC



The Ultimate Magic Experience for the PC



Available on PC CD-ROM. Vide your heal retailer or calls 1–800–695–CANJE day or night (US) and CANADA). CIRCLE READER SERVICE #152-



second-level processing plants that turn coal and fron into vital steel, refineries that turn oil into gas for vehicle movement, and power plants that turn coal and oil into precious power. Even more interesting in longer games is the fact that resource sites will eventually play out, forcing players to range farther afield in search of the shiff war machines are made of. All of this gives a level of detail rarely found in the genre

A STRANGE MYOPIA

Unfortunately, despite their attempts to distinguish themselves, the designers at Windward Studios seem to have taken a strange path in deciding what is and isn't important to this type of game.

For instance, the terrain graphics engine is beautiful to the point of gunding the best computer systems to a halt. In fact, the design notes seem to gloat that it will take the next generation of PCs to fully exploit what the land has to offer. Unfortunately, while

ENEMY NATIONS can easily make it into Virtual Homes and Gardens, any gamer expecting the same care and attention to combat effects will be sorely disappointed. In fact, battle sounds and graphics in the game are the weakest I have seen since MicroProse's also-ran, This MEANS WAR. While some horticulture fans out there may disagree, I suspect most gamers would trade beautifully rendered trees for a bigger sound and graphics difference between cannon and laser fire

Of course, all this might have been forgivable had the proof been in the actual combat pudding. If the spiffy terrain and wide variety of weapons platforms actually translated into a combat system as detailed and interesting as the resource system, things would have been great—but in the end none of it seems to make much difference.



BUILD IT Information is sparse in Enemy Nations and the data is conveyed in near-useless icons. You know what you're building, but not why. Thankfully the manual is crammed with Info.



WHAT'S THAT? ENEMY NATIONS has various viewing options, a rotating carners and several zoom levels for better views of your camps.

Combat modifiers for terrain and movement may be at work here, but combat is so bare-hones that the only difference you're likely to notice is that some units crawl along more slowly over hills and forest. This, coupled with a computer player that must have been the dumber brother of the one found in DEADLOCK, means that hard-core wargamers (at whom this product seems to be aimed) are sure to turn up their noses.

Even when you focus on the stronger points of the game — the resource and construction portions — the designers seem to have left out a few important details. Despite the fact that everything in the game depends on your supply and demand, there isn't a single spreadsheet to be found Buildings yield information only in the form of next-to-useless icons, and the

world map is madequate to the point of uselessness

And, sorry, but despite the promising resource and construction angle, I found ENLARY NATIONS to be just plain boring. The aliens races are about as generic as sei-fi gaining gets these days, and the technology research is not much better: Despite coming to this world at FTL speeds, you spend most of the game duplicating the industrial revolution (starships and coal-burning electrical plants?). Moreover, the potential of the high-resolution terrain is wasted, since everything looks as if you've landed on TVs Earth2 (namely, the planet North Californial)

This game does have appeal, especially in the multiplayer arena, where human awareness goes far in deepening the shallow ends of this game. But if you are not a connected gamer, you may come away from this game thinking you have paid an awful lot of money for a really good shareware game. Head Games needs a big slap for thinking all a dis-

tributor should do with a game is shove it out on the shelves as cheaply as possible (Holy BC3K, Bahmani) Unless you are desperately in need of a deeper real-time wargame fix right now, wait for ENEMY NATIONS 2. Perhaps a little more experience will breed greater success.

DEADLOCK fans.

PROS: A deeper C&C clone; terrain graphics and the resource/construction engine are some of the most detailed found in the genre yet.

COMS: Inferior combat routines; bad release Al; generic props; a dearth of useful gaming information.



Operation Market Garden Casualties: 16,822 troops, 97 tanks, 118 planes



Oh yeah.
like you
could do
any

Sir Bernard Law Montgomery, Commander-in-Chief

Aperation Market Garden

Change history this fall.

www.microsoft.com/games/closecombat

CLOSE COMPAT A MAN TO GE TOO FAIR



© 1997 Microsoft Corporation, Alimenta reserved. Microsoft is a registered trademark of Microsoft Corporation



The New

ANZER GENERAL* II. More than a sequel. An entire generation beyond anything yet seen in strategy games. And seeing is believing. Witness the Living Battlefield, a new standard for strategy game artwork. Featuring the heightened realism of hand-rendered maps — thirty painstakingly crafted battlefields that are faithful to the real ones of WWII — the Living Battlefield also showcases detailed 3D-rendered combat units with six facings.

Of course, this beauty is beyond skin deep. The phenomenal game play of the second generation PANZER GENERAL game engine is truly



THE LIVING BATTLEFIELD SERIES
features the enhanced realism of
hand-crafted maps and photo-realistic
3D-rendered combat units.

WINDOWS® 95 CB-ROM

www.panzergeneral.com

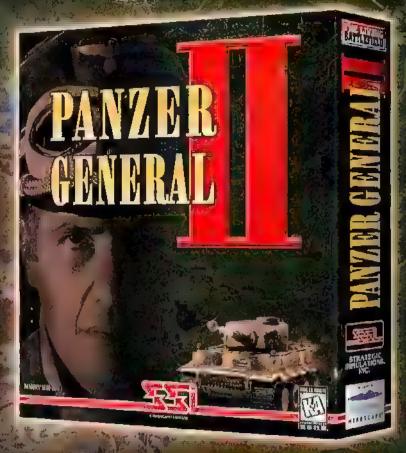
Face of Strategy Gaming.

awesome. Battles age dirough www. Fastern and Western Fronts North Africa, even the ontinental USA. Play one large campaign and three mini-campaigns—some of wmch are playable as either Axis or Allied forces. Edit scenario and unit data with the powerful Battle Editor for enhanced gameplay and extended replay. And with full multiplayer support, battles can include up to four players.

PANZER GENERAL II.

The New Face of Strategy Gaming

To Order: Visit your retailer or and 1-800-234-3088 (USA & Canada) with VISA or MasterCard











Developed by



A MINDSCAFE" COMPAN

ANCHE GENERAL IN a requirement of Strange Symposium, for Lypny DAT N.E. ELD is a tenterner of Symposium, log. C 1897 Security Stranges Str



A Splice of Life

Realize Your Dreams on the Big Screen With Hollywood Mogul and Director's Chair







by Terry Coleman

s the dog days of August recede to autumn, we leave behind another barrage of

summer blockbuster movies. Admit it: You've always thought that if you were in charge, you could put out better films than the endless seguels and insipid remakes of 70s 1V shows that comprise the Hollywood mainstream.

Well, now you have not one, but two opportunities to realize those celluloid dreams, STEMEN SPIELRERG'S DIRECTOR'S CHAIR (DC) lets you craft movies in the manner of the famed filmmaker, while in Carey DeVunno's HOLLYWOOD MOGUL, you play Executive Producer, running an entire film studio.

well, the same complaint has often been leveled at many of Spielberg's films.

MOGUL lacks the multimedia splendor of DC, jazzing its text-heavy screens with colorful static backgrounds. There are some similarities, in that both DC and MOGUL utilize an altractive assistant to keep you informed and, it's hoped, out of trouble. But even here, the differences abound. DC gives you singular choices. Every game features the same assistant, the same production studio. MOGUL not only lets you select your assistant, choose from a number of studio-fantare .WAV files, and design your own studio logo, it also lets you import .BMP files so that your guiffnend, husband, or grandmother can be in the game

DC concerns itself with the nuts and bolts of filmentit, while MOCUL gives you the big picture. Each concept is a solid one for a game, but the games differ greatly in how they realize their potential. In DC, you are actually on the set shooting scenes and dealing directly with actors. As director, you aren't allowed to choose your actors - you don't yet command Spielberg's clout. But this also cuts down on your gameplay choices, especially since the acting quality is so uneven.

Jennifer Aniston (from the hit TV show Friends) is very photogenic, and delivers about what you'd expect. But why Oventin Tamintino was chosen as one of the "actors" for this game is a mystery, one that ranks right up there with the miscasting of Bruce Willis in Bonfire of the Vanities. A superb writer and promising director, Tarantino's idiosyncratic style

Price \$39.95 Minimum System Requirements, P90, Windows 95, 8MB RAM, 18MB hard-disk space, SVGA graphics, 2x CD-ROM, mouse; supports Windows-compatible sound cards Multiplayer support. None. Designer: Dreamworks Interactive Distributor: Microsoft Corporation Redmond, WA (206) 882-8080 www.dreamworksgames.com

Reader Service #: 348

REALIZING YOUR VISION

Both games are light on traditional documentation but replete with online help. While both games are accessible, DC is obviously aimed at people who don't normally play games. There's nothing wrong with that, and DC does begun nicely: The feeling that you get when Steven Spielberg walks on screen and talks to you is as warm and fuzzy as watching the video of ET. If it's a little sappy,



FATHER FIGURE Following in Steven Spielberg's footsteps is fine to a point, but it's so overdone that Director's Chain suffers as a dame.

DIRECTOR'S CHAIR

APPEAL: For die-hard Spielbern tans only.

▶PROS: Lush production values: warm and friendly Spleiberg; Jennifer Aniston.

CONS: So iim-Hed and linear that it ultimately falls as both game and multimedia,











- A: In Director's Civain, you film Quentin Tarantino, who has
- already been chosen for you.
- * 19: In Hourwood Mosul, you negotiate to choose your own actors and haggle over what perks they will receive.
- C: Disector's Chain hands you a completed script, and you have

only a little leeway in modifying it.

D: Hourwood Mocus lets you decide which scripts to buy, and you select writers to polish and rewrite them before any talent is hired.

E & F: After a film is completed, both DC and Mocus let you see your name in the credits at the local chema.

mirely comes across properly in his acting—the same is true in DC. At times, he's downright painful to watch.

YOU MAKE THE CALL

in MOCUL, you do everything from buying the script and selecting the location of the film shoot, to choosing the actors, the producer, and the director. And while this process lacks DC's visceral appeal (such as Ms. Aniston's sunbathing), MOGUL puts you right in the middle of the moviemaking game. You may, for example, negotiate with a certain former Austrian bodybuilder to determine whether or not he has casting approval, how many stunts he will personally perform, and if he will be settle for limo service to and from the set or require a 24-hour chauffeur. About the only thing missing is having to remove brown M&Ms from the bowl,

Every actor, producer, and director in MOGUL is rated for a variety of tendencies: star appeal, ego, ability to stay within budget, work ethic, and artistic vision. The best are, of course, the most expensive. From the time the negotiations begin, you have to juggle a lot of factors before your movie can become a hit:

HOLLYWOOD MOGUL

DAPPEAL: For anyone who's ever wanted to produce films.

PROS: Clever and unique strategy game; very challenging; ability to

edit nearly every game attribute is a nice touch.

PCONS:

Minimalist production values; no multiplayer mode.



 Should I go for a veteran actor no longer at the top of the box-office heap, hoping that he or she has one more blockbuster left?

 If I spend \$30 million on special effects, does my sci-fi movie really need big-name actors?

 How can I keep my temperatuous star from throwing temper tantrums and costing us millions in delays?

Afterward, you have to choose advertising budgets, set up test screenings, and decide how many theater screens will show your film. You can't rest on your laurels, either If you want to have a successful studio, you have to keep cranking out the hits. None of this is difficult, but it results in plenty of gameplay decisions, making MOGUL a lot more addictive than the average strategy game.

FILM BREAK

DC, on the other hand, tries too hard to be accessible, telling you where to go, what to do, and when to do it. When it

TC Studios

MODIFYING MOGUL Hollywood Mogul lets you modify everything: your studio facade, your assistant, even the music that plays over the credits.

could challenge you with tough decisions, it mitates you instead. For example, when you are ready to shoot your first scene of the day, you are told that everyone partied too late last night, and the actors haven't even shown up for makeup yet. C'mon, guys, even CGW editors are ready to go before mid-afternoon!

Some of DC's sequences are interesting. But when you edit film or choose which camera angle to use, you are limited to the decisions Spielberg would make; there are only so many FMV sequences you can include on CD-ROM. So, forget about doing any cool Alfred Hitchcockstyle pans. The feeling is roughly equivalent to looking for the hot spots in a linear adventure game; if you're into that at the expense of more rewarding gameplay, you might have some fun.

And whatever pretensions movies might have to being art, they are certainly about having fun—and about storytelling.

MOGUL is way out in front of DC on both counts, because it makes you believe that

you really are a hotshot Hollywood executive making multimilhon-dollar decisions. DC, for all its flash, never really puts you inside the head of a big-time director, and it's often tedious to boot, From Spielberg, who crafts timeless films - and who also loves to play computer games - we deserve better So, whether you're a movie buff, or just want a different, clever strategy game, pass on the fluff of DIRECTOR'S CHAIR and buy a ticket for HOLLYWOOD MOGUL,—one of the true sleepers of this gaming year. 8



Price. \$40
Minimum System
Requirements: 486/33,
Windows 3.1 or better.
8MB RAM, 10MB harddisk space, SVGA
graphics, 2x CD-ROM,
mouse; supports
Windows-compatible
sound cards.
Multiplayer support.
None.

Designar: Carey
DeVicono
Publisher, Hollywood
Mogul Co.
PO. Box 867149
(800) 228-7449
www.hollywoodmogul.com
Reader Service #: 347

THE FINE ART OF CONQUERING THE WORLD

t's one thing to create a working civilization.

Quite another to lead that civilization to
world dominance. IMPERIALISM inspires
you to do both. Combining elements of resource

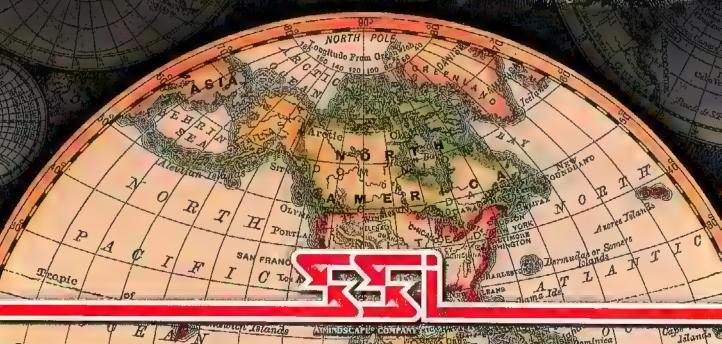
management, economic trade, exploration, diplomatic maneuvering and military conquest, this multi-faceted strategy game allows you to attempt what few in history have dared: unify the world under one leader!

To achieve victory you must develop your country's infrastructure through deft manipulation of delicate economic, diplomatic and military resources. Then, skillfully maneuver it to a position of dominance in the Council of Governors.

Easy to say Difficult to accomplish.

Your Cabinet Ministers will, of course, offer

varying amounts of advice.





But ultimate control over the fate of your nation is yours and yours alone. However you handle it, the vigorous climb to the top of this earth-like world is a challenge with no equal!

IMPERIALISM.

The World is Within Your Grasp.

www.imperialism.com

Developed by Frog City

To Order: Visit your retailer of call 1-800-234-3088 (USA & Canada) with Visu or MasterCard

IMPERIALISM is a trademark of Strategic Simulations, inc. © 1997 Strategic Blimplations, Inc. a Mindscape Company. All rights reserved. All other trademarks and registered trademarks are the property of their respective holders.





Trade Book

WINDOWS 95 &

MAC OS CD ROM





On October 1. 1597 at precisely D500 hours, war as we know it today will never be the same.

netWAR com is your passport to the baddest mother trucking battlefield you've ever seen.

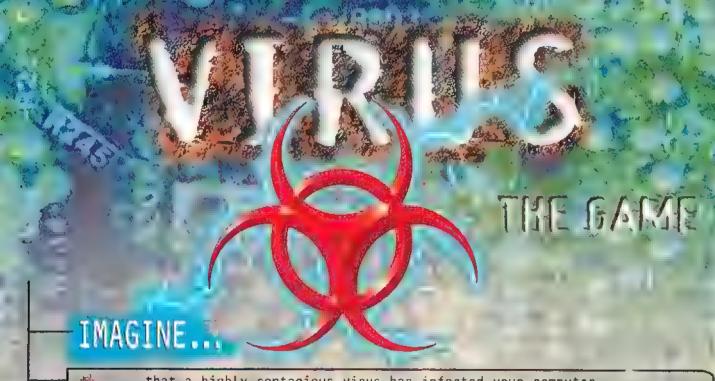


If you have the guts to challenge, the smarts to strategize and the will to win- We dare you to sign up now!

www-netWAR-com

Your passport to the world wide battlefield

CIRCLE READER SERVICE #270



- 女 ...that a highly contagious virus has infected your computer.
- ... defending your PC with anti-virus weapons and vehicles.
- ...building factories, fortresses, and spy cameras.
- ...navigating through your own computer in real-time 3D.
- 安 ...fighting your way through levels based on your own files and documents,
- ... seeking and destroying multiple virus strains.

Get ready for the most original game in years. Virus: The Game lets you journey inside your computer to confront the infection eating away at your files.

Travel through your graphic files in 3D and see those graphics on the walls. Battle a Virus inside a .WAV file and hear the .WAV mixed in with the sounds of combat. Build an anti-virus module inside a text file and see the text around you.

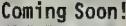
Protect your Windows' folder at all costs. If your graphic driver is infected, your screen display will corrupt. And if your mouse driver is hit, you might lose control altogether. Frightening, isn't it?

Just remember: It's only a game...









Tel:(315) 393-6633 Fax: (315) 393-1525 To order, visit your retailer or call 1-800-447-1230. www.sir-tech.com Look for the Virus playable damp.









Hero: Miyamoto

A Tribute to One of the Greatest Game Designers of All Time



his month,
READ ME features a list of
CGW and
Gamespot's
Most Influential
Came
Designers of all
time. As our
staffs mulled

over the list, I brought up the name of a man who has never designed a single PC game: Singeru Miyamoto. Many of you won't know him, but he is Japun's greatest game designer and Nintendo's ace in the hole in the next-generation-console battle. He probably is the world's best-selling game designer, with literally dozens of games to his credit and combined sales that total more than 100 million units. The reason you don't know lum is that as Nintendo's premier designer, he designs console games only.

CONSOLES VS. COMPUTERS

Now, before you old-timers get in an uproar and turn the page, consider this: PC games don't exist in a vacuum, and many PC developers play and love console games. James Phanney, one of STARCRAFT's designers, says, "At Blizzard, console games and areade games have a big impact on what we think is cool. I've always thought of that as one of our strengths."

It's no coincidence that the best game designers on the PC have all played video games, especially Shigero Miyamoto classics such as MARIO 64, LEGEND OF ZELDA, SUPER MARIO BROTHERS, and DONKEY KONG. For someone who has yet to design for the PC, Miyamoto has influenced the PC industry as few other designers have

A GORILLA NAMED DONKEY KONG

Miyamoto's first game was DONKEY KONG, which was released in 1981, at a time when video games were primitive. In games like ASTEROIDS and SPACE. INVADERS, you simply shot at an ever-increasing number of aliens on a never-changing screen. DONKEY KONG, though, created a quiet revolution in the areades because it gave you a human persona (a plumber named Mario), a leering adversary (Donkey Kong), and a goal (the rescue of your girlfriend).

DONKEY KONG also employed the concept of levels. Once you defeated one level, you moved onto a totally new arena of challenges. The challenges weren't shooting and killing, either, but defensive skills like jumping and dodging. Both Mario and Donkey Kong also had personality: Mano in the way he ran and jumped, and Donkey Kong in his chest-pounding tantrums. It all seems unspectacular now, but in 1981, it was amazing

The effect on today's designers, who were then just kids or teens in the arcades, is telling, Jordan Mechner—the designer of KARVIEKA (1984), PRINCE OF PERSIA

ITS-A ME, MARIO Mano's visage can inspire loathing in some PC enthusiasts, but not the open-minded game designers who try to emulate Miyamoto's innate sense of what is fun.

(1989), and LAST EXPRESS—
didn't play a MARIO game until
MARIO 64, nevertheless, he
eredits Miyamoto with inspiration: "Both
[KARNIEKA and PRINCE OF PERSIA] relied
on a rescue-the-princess storyline, and
DONKEY KONG was the first game that
had the princess theme." Mechiner says
that he pumped countless quarters into
DONKEA KONG, and that his dream for



GENESIS DONKEY KONG put Mintendo and Myamoto on the gaming map.

years "was to create a computer game as good as an areade game."

Miyamoto's early work influenced even the strategy side of PC game design. Brian Reynolds, the designer of CIVILIZATION II, says, "The MARIO games are impressive in their genre for their depth of play and elegance of their system. I grew up playing games like DONKET KONG, Part of the culture of writing games is remembering classics like that."

THE REST IS HISTORY

From years after DONNE KONG appeared, Miyamoto took his plumber and created the 8-bit Nintendo flagship game, SUPER Miyamoto is the one person who could be considered a God of Game Design.

-Tom Hall, cofounder of id Software and ION Storm MARIO BROTHERS
You all know it as the
MARIO platformer
This was in 1985,
hefore PRINCE OF
PERSIA, before LODE
RUNNER, before
THENDER, Every
side-scroller created
since then owes
something to
Miyamoto's SUPER

MARIO BROTHERS of DONKEA KONG

The rest is gaming history. Miyamoto soon designed the action RPG LEGEND OF ZELDA, which is still remembered as one of the greatest console RPGs ever, ZELDA also inspired Crystal Dynamics' soon-to-be-released RPG, BLOOD OMEN LEGACY OF KAIN, Miyamoto has also created racing games like F-ZERO (a precursor to the PlayStation bit WIPEOUT) and the space combat shooter STAR FOX. And he continues to produce such breathtaking titles as STPER MARIO 64 and STAR FOX 64.

Iom Hall, who helped create
COMMANDER KEEN and DOOM when he
was at id, and is now designing the RPC
ANACHRONON at ION Storm, says:
"Shigera Miyamoto is the one person who
could be considered a God of Came
Design. He has a complete and utter
grasp of exactly what is 'fun.' He invented
the side-scrolling platform game. How
amazing is that? How senimal a game

could SUPER MARGO 64 be? His approach. to design, with your constant learning as you go, keeps the experience fresh throughout the game. If a not just more levels—It's whole new expenences that you are introduced to, new ways of doing things, which are then incorporated with your previous knowledge in a kinetic, exciting combination." As for personal influence, Hall says,



SHIGERU MIYAMOTO

"He definitely has influenced my games from the start — COM-MANDER KEEN was Miyamoto-meets-Chirck Jones. He has been so pervasive an influence and introduced such basic things to fill of game design, it's a wonder we're not all paying him royattes!"

Hall's colleague, John Romero, codesigner of WOLF3D, DOOM, and QUAKE, is naming the main character in his upcoming game, DAIKNIANA, Hiro Miyamoto, in honor of the man he credits as one of the most influential game designers of all time.

MARIO'S LEGACY

Today, Shigeru Miyamoto oversees game design among the various designers at Nintendo. His newest Nintendo 64 game, STAR FOX 64, is one game in which he took an active design role. The result is an amazing blend of ever-increasing action, cinema and drama, and personality—all hallmarks of a Miyamoto desagn. In STAR FOX 64, you must battle through six worlds to defeat a final boss on the planet Venom, but you have to choose from 15 total worlds to get to that goal. How's that for replayability?

STAR FOX 64 also has a cinematic quality that rivals that of the WING

COMMANDERS. As I played, I felt as if I were part of a movie due to the constant chatter between my wingmen, the seamless cut-scenes composed with the same combat engine, and the incredible pacing of the action.

As for personality, STAR FOX 64 and MARIO 64 brian with it. The way the characters move and talk, combined with their attitudes, makes the game so three-dimensional that you really believe these are characters from an alternate world inside your N64.

The ability to imbue works with these qualities and make them something more than mere video games is what many designers, on both the PC and console side, still strive for. Even when developers don't directly emulate Miyamoto's design, they sometimes use his games as a benchmark for their own design. Frederick Reynal (creator of ALONE IN THE DARK) didn't intentionally put elements of ZELDA and MARIO 64 in TWINSEN'S ODYSSIA; but the samilarities begain to manifest themselves. "We felt like 'OK, we're on the right track,' because Miyamoto did similar things," he says

Undoubtedly, Miyamoto has been influenced by other designers. I'm told he plays PC games quite a bit, though his biggest inspiration is the gamer. My colleagues at *ECM* tell me that Miyamoto often says, "When I'm designing a game, I think only of the gamer."

Mayamoto's games are every bit as

influential today as they were 15 years ago. He still has a lot of magic to impart on the gaming world, and with luck, we'll see more of it from him and from designers who continue to be inspired by his work. Tom Hall sums it up best "Everyone has played Miyamoto games. His games are ubiquitous and worderful, and I wish he'd clone himself so we could have even more He's the single most influential game designer on this planet."

Special thanks to Electronic Carning Monthly and Video Gamespot for background information and artwork. §



THE GAMING FOX STAR Fox 64 illustrates the magic Miyamoto touch. With branching gameplay, drama, and personality, it isn't just a fantastic game, it's an experience.

TIME IS RUNNING OUT

A COMBINATION OF GRAPHICS AND GAMEPLAY LIKE YOU'VE NEVER SEEN BEFORE!

hile gamers are drowning in a sea of real-time strategy clones, Blue Byte Software is offering a breath of fresh air with a unique new game – Incubation: Time is Running Out. It's an exciting and novel treatment of the classic turn-based strategy game that's sure to be a hit, because it's both original and a blast to play.

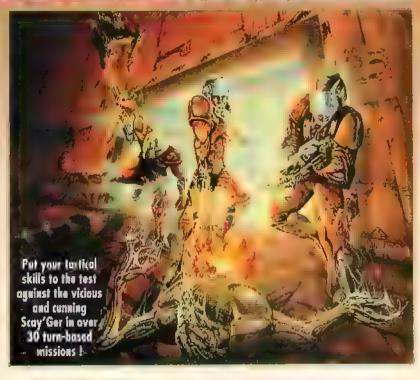
Incubation is the latest chapter in Blue Byte's successful Battle Isle saga. You must lead a squad of marines against the aggressive man-eating Scay'Ger on the planet Scayra. The missions in Incubation are quite different from those found in the traditional hex-based games. The battles are not fought in large open fields, but rather in the dark and complex industrial buildings of the colony Scay-Hallwa

You'll need to rely on your tactical skills rather than strategic planning, as the fast paced action produces constantly changing conditions. For example: during a battle Scay'Ger might start dropping down from the ceiling, jumping out from behind closed doors or even coming up through the floor! In the specially designed multi-player levels, deathmatches against up to three other squads can be fought over the Internet, a LAN or via a play-by-mail system.

Snap decisions are easily put into action with the intuitive user interface. The interface allows you to stay focused on the task at hand instead of digging through the manual in the middle of a fight. Watch your orders being carried-out from almost anywhere you can imagine with a free-floating mouse-controlled camera.



Enjoy amazing real-time 3D animation powered by the technologically advanced Charisma graphics engine!

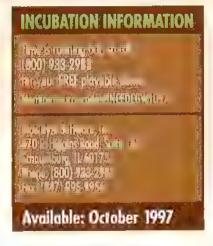




View the hot action from any angle through a user-controlled camera with complete freedom!

The wonderfully detailed 3D environment of *Incubation* is refreshingly different from the rather dull, flat terrain of other strategy games. Using the *Extreme Assault 3D* engine, the events in the game and actions of the characters are all fully animated giving them lifetike appearances and mannerisms.

After experiencing *Incubation's* fascinating gameplay and beautiful 3D graphics, I imagine we will see a mass of *Incubation* clones in a year or so. My advice: *Get the original; it's always better.*



© 1997 Blue Byte Saftware, inc. All nights reserved. "Incubation" is a trademark of Blue Byte Saftware, Inc.



Links LS 1998 Edition

THE ART A n d t b e SCIENCE of GOLF

Introducing the Links LS 1998 Edition. The forces of art and science have combined to produce a golf experience like never before. This new version of the Codie Award winning golf simulation is packed with over 25 new features! Here's just a few:



Brace yourself for lightening-fast redraws, main view in a window capability, and up to 8 additional "smart" camera views.

Notice the new waving flags, birds, a rplanes and other background animations with up to 8 of your friends over expanded internet play!



Our course designers have given even more attention to detail including new water reflections, improved textures and enhanced sky backgrounds.



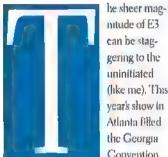


Phone Toll-Free 800 800 4880 • Tax 80 [359 2968 Website—http://www.AccessSoftware.com Available for the PC



Making It to the Show

CGW's Roving Sports Columnist Checks Out the Action at E3



nitude of E3 can be staggering to the uninitiated (like me). This year's show in Atlanta filled the Georgia Convention

Center, the Georgia Dome, and the Inforum Of course, everybody who's anybody in sports gaming was there, puffing about their latest creations, sometimes behind closed doors for

competitive reasons. Don't worry, though CCW penetrated E3's veil of secreey to bring you all the buzz about what to expect in sports gaming over the next few months.

BACK TO THE FUTURE

Accolade privately screened an alpha version of LEGENDS FOOTBALL '98 that looked very hot Although the player Al had not been fully worked out, the game engine was smooth, and LEGENDS'

time warp concept, which allows you to pit teams from different eras (1932, 1950, 1968, 1997) against each other, was just plan cool. For example, when a modern team plays against an old-time club using 1932 rules, the rosters cannot exceed 20 players. Forget the rampant specialization that's so prevalent in today's NFL, Pit Brett Favre's Super

Bowl crew against the 1932 Packers, and you're liable to find the MVI QB pulling double-duty as a linebacker, LEGENDS takes rules changes into account as well There were no hash marks in '32, so if you're tackled near the sideline, that's where the ball is spotted for the next play, forcing you to use an unbalanced line. Your tight end may even wind up snapping the ball! See the Sneak Preview elsewhere in this issue for more on this promising release

Adding an air of mystery to the proceedings, EA Sports bad a pair of gorillas in Brooks Brothers suits providing

EFFE | 1 | 1 | 1/2 Hottenners | 14 Huttanners | 14 Butten After Direct Shotgue S-Rinothera I present I Depth Cha L HD DIAM H)I Depar Picykaat 2. hip Morp 3. Gulch Stunt /Copch Павия Erhipfuls Hall Mutz .Sfall 2. JIN Shavel SERES! Tormeount list Cutch Sleat

BUT SERIOUSLY FOLKS EA Sports is looking to win the respect of the more serious football gamer this season with a more accurate statistical model and a play editor.

security at their display on the show floor. A stretch HumVee limp painted in white, red, and blue served as an eyecatching centerpiece. Inside the Hummer, VIPs received secret briefings on MADDEA 98 and NLIL 98. In the public display area, EA was showing NCAA FOOTBALL 98, which uses a completely new gndiron engine. Perhaps the most exciting feature of NCAA is the need to recruit new players as graduating seniors move on. EA also demoed ANDRETTI RACING, a Win 95 release slated for this fall.

MADDEN ABOUT YOU

Of all the sports titles I saw at E3, however, it was MADDEN 98 that blew me away EA is moving MADDEN into sim territory, with more than 100 team and individual stats included. Designer Ric Neal pointed to improvements in Al, enhanced player ammations, Net multiplay, and an expanded playbook as fea-

> tures that will help MADDEN challenge Sierra's FRONT PAGE line for the interest of the serious football gamer. A neat feature was the ability to employ a quarterback's peopheral vision to scan whether the defense was in zone or man coverage at the line of scrimmage.

Madden University has also been upgraded from last year's "This is a football" simplicity, into a more advanced tutorial that links to the play editor so gamers can learn formations and tweak plays. Play creation has been smiphfied with the

addition of lines that show defenders' keys in given alignments. Although it won't happen this time around, Neil would like to add a career mode to MADDEN, perhaps even linking it to the NCAA game for a draft. Now that would be cool

ABC Interactive will be back with MONDAY NIGHT FOOTBALL, as well as

Of all the sports titles I saw at E3, it was Madden 98 that blew me away.

You're being spanked big-time

in deathmatch, dodging a barrage of

rockets. What are you going to do...

run and hide like a little kid

frantically searching for the right key?

Get Real... Real 6D... SpaceOrb 360!



DENNIS MCCAULEY



ICE CAPADES NHL POWERPLAY was one of the surprise hits of last year's sports scene, and this year's model, with full-3D polygonal players, should heat up the war with NHL 98

Highest of the Cribinon, their college football similar that vapor-locked in 1996. Both games use the MNF engine, which appears to have been enhanced over last year's debut. If ABC can add improved AI to the best play-design interface in the business, these titles could be huge. Their excellent online support will be back, helping gamers find each other for matchaps. ABC is also considering adding drafting and league elements to their Web site.

HEROES will appeal to gridinon fans for its use of college all-time teams. Penn State fans, for example, could pair '70s horse John Cappelletti in a backfield with '90s guy Ki-Jana Carter. The MNH' engine has also added local two-player action, and I had a chance to watch as Bob Griese and Lynn Swann demoed this feature in a Dolphins-Steelers grudge match that bad all the excitement of one of those mid-'70s playoff tilts. Later, I even collected an autograph from the Hall-of-Pamers. "Can you make that to my, uh, cousin? His name's Dennis, too, Really!"

NEWS WORTHY

Over at Sierra's massive sctup in the Inforum, FRONT PAGE producer Kate Kloos walked me through this year's lineup. It's no secret that FPS: FOOTBALL will get only a minor facelist for '98, as the company retools for a complete football overhaul in the '99 edition. With not much pigskin news, Kloos showed me an early version of FPS: SKI RACING, due for release this fall, which we previewed in our August issue. The physics-based sim offers five different types of races on six world-class ski resorts. Multiplayer options include modern, LAN, and Internet play, and Ski RACING supports 3Dfx and Rendition acceleration.

Sterra was also excited about FPS: TROPIN RIVERS, a fishing sim based on the TROPIN BASS 2 engine that allows fly fishermen and spincasters to drop their lines in the water. One of the cookest features of this game was its support for Microsoft's upcoming Sidewinder Pro Force Feedback joystick. This stick was very much in evidence at E3, and from what I saw (and felt) it could



THE BEST GAME ON THIS OR ANY OTHER WORLD



BUNYSOLO

PHOOSE SIDES in an all some course

CONTROL UP TO FOUR

COMMANDOS as you rampage through level after level of carnage

ARM YOURSELF TO THE TEETH

With weapons and cowerup.

BLAST LUNGIOSE SITUATION

designyntinerni

Forge your way through



DULIG THIS PALL

PLAY ONLINE

Take on your friends via NETWORK OR MODEM.

Log into the FREE Arine serve. for unsurpassed internet play.

Vaporize people from

Participate in FOURNAMENTS
FRADE items, DOWNLOAD new
levels and graphics or just engage
in a fast and furious eight player
FREE FOR ALL!



To order, visit your retailer or call 1 800 447 1230

XFIRE* is a registered tredemark of Sir-teck Software, Inc.



Tei: (315) 393 6633 Fax: (315) 393 1525 E-mail: webmaster@sir-tech.com. www.sir-tech.com

DENNIS MCCAULEY

be a major hit. The tug of a fish on your line in TROPAY RIVERS was dead-on.

Speaking of Sierra, one question I'm often asked by gamers is "Will we ever see FPS: BASKETBALL?" As I indicated a few issues back, the answer is yes, it will appear sometime in 1998. A second source at Sierra confirmed this for me at 1/3, noting that the game company and the NBA were in negotiations that very week. Interestingly enough, the game might not come from Dynamix, which has done the entire FRONT PAGE SPORTS line up until now

BOTTOM OF THE NINTH

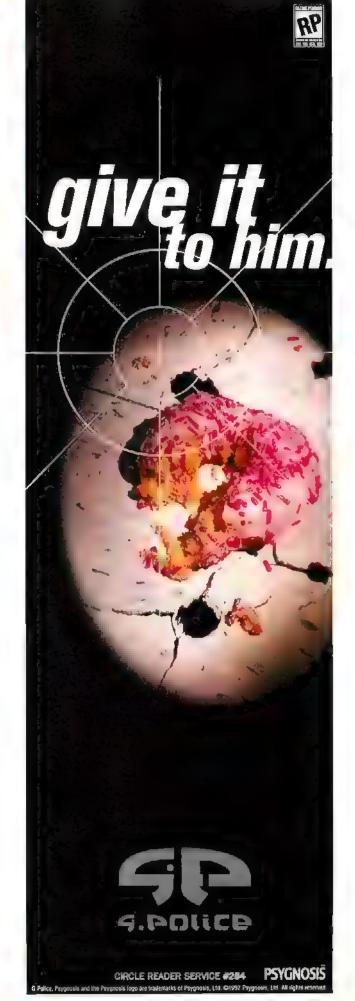
Not all of the news at E3 was as good. Accolade confided that the hotly anticipated HARDRALL 6 was behind schedule and might not ship until next spring. In other baseball sims, MMI showed a near-final version of MEGROLEAGUE BASEBALL 6.0. It had the unmistakable look of a Dave Holt design, and in fact uses the stat model from PRO LEAGUE BASEBALL 97. The DOS-based sim will be Net-playable on Kab, and features good-looking rendered stadiums, motion-captured play or animations, and variable camera angles.



BERRY BERRY GOOD Microsoff Baseball 3D features some truly jaw-dropping 3D graphics. However, you'il need an accelerator card to play

Microsoft, jumping into gaining with both of Bill Gates' billion-dollar feet, presented its upcoming BASEBALL 3D, the first sports title that will require a 3D accelerator for play. The version I saw at E3 looked great and had some cool features, including actual scans of players' faces attached to the animations. And could there be any truth to the E3 rumor that Microsoft will be marketing its own accelerator card when BASEBALL 3D ships?

Hockey fans can get ready to drop their gloves over NEIL 98 and POWERPLAY 98, both of which were being previewed in Atlanta. The pre-alpha NEIL 98 had graphics to die for, but I coulen't get hands-on time to play it myself. Meanwhile, POWERPLAY 98 was being screened under Virgin's invitation-only tent, and looked much improved over last year's debut. Look for it to give EA a real skate for its money '§



The Real Thing

PC Pilots Test Their Mettle in Sky Warriors

Warriors is an experience you'll never forget, probably the closest a civilian can get to air combat.

pou're an expert sim pilot. As flight simulations have grown more sophisticated, so have your piloting skills. You're just waiting

for the day when you're sitting in the cattle class of a United 737 and the flight attendant comes on the intercom and asks if there's anyone back there who can fly the plane. Finally, your chance to show off your skills!

Of course, there are easier ways to try your hand at the real thing. Many local airport FBOs offer introductory flights for only \$35, where you can spend a half-hour or more at the controls of a small plane and get a taste of flying Check out www.beapflot.com for more information and a list of FBOs near you. If you've never flown in a small plane, even a relatively staid ride in a Cessna 152 should prove exesting

But If you want to dive in headfirst, you can skip the basics and go straight to the air combat. A number of journalists got a chance to do just that at

ON THE RADAR

A few years back, Electronic Arts released SEAL TEAM, a squad-level combat game based on jungle warfare in Southeast Asia that was so reabstic it had to be categorized as a "soldier simulation." Now Jane's Combat Simulations is thinking of doing a modern-technology sequel interested gamers can send suggestions on what they'd like to see in a modern version to jharns@ea.com.



EXPERT ADVICE Denny shakes hands with Ed "Rolex" Britzius after their successful sortie, Rolex is qualified in the T-34, T-33, F-86D, F-102, and F-106

Atlanta-based Sky Warriors (www.skywarriors.com) during hine's E3 show Microsoft myited dozens of journalists to try its upcoming multiplayer FIGHTER ACE sim (www.zone.com) by participating in a fournament in which the best pilots in the virtual skies would get an opportunity to try their hands at combat in the real skies. When all was said and done, three of the top four slots bad gone to CGW sim writers, with 'Rom" Thank" Basham in first place, Robin "Sandman" Kim in second, and yours truly, Denny "Mitty" Atkin, in fourth. We'd proven we were experts in the simulations realm, but how would we fare at the real thing?

BRIEFING

We arrived bright and early for our preflight briefing. Our sortie would involve three T-34A Mentor trainers. Thank had flown the day before, so Sandman and I were joined by Robert "Wings" MacKay of MicroWings. (If you have any interest in civilian sims, he sure to check out this useful

Our backseat safety pilots, who would take off, land, offer advice, and keep us from doing anything stupid, were Mike "Fins" Finley, an A-10 veteran who flew over fraq after Desert Storm, Steve "Clapper" Flavas, whose 22,000+ flying hours included time in planes ranging from the F-89J to the F-102 to the C130, and Ed "Roles" Britzius, with over 15,000 flying hours in craft ranging from the F-86D to the F-106.

organization at www.microwings.com)

The experience of veteran pilots like Rolex, who had flown low escort for U-2 spy planes during the Cuban missile ensis, builds confidence in the safety of the Sky Warriors experience. In addition to being briefed on how to handle the arreraft, we were also issued paraclattes and versed in basic ballout procedures. Thus far, the Sky Warriors arreraft have performed an equal number of takeoffs and landings; the parachutes, happily, have yet to be needed.

Fins led our combat briefing. Never mind our sim-based knowledge of

bbbContinued on pg 302

Sim vs. Reality

Sky Warriors Brings an Ace PC Pilot Down to Earth

have been an avid flight sim player for more than 10 years, but until Sky Wartiors I had never even been inside the cockpit of a real airplane Despite this total lack of realworld experience, I was fairly confident I would know exactly what I was doing once I took the controls

Further, I actually harbored fantasies of progressing so rapidly through the exer cises that I would be able to move onto scenarios normally reserved for subsequent sessions. To say that my extreme excitement had clouded my judgment would be a laughable understatement

In the end, after both the T-34 and my high-flying expectations were brought safely back down to earth, I had accomplished no more than any typical Sky Warriors first-timer. Fortunately, this did not stop me from having far more fun than I'd thought possible and, in the process, gaining some insights into the similarities and differences between PC flight simulations and real-world flying

CONTROL COMPLEX

Although the feel and placement of the flight controls in the Mentor do not mateli my PC's peripherals, I quickly adapted to them because I knew how they worked Sams like ARR WARRIOR and FLIGHT UNLIMITED had taught me how to finesse the stick, so straight and level formation flying was a snap.



Maintaining position during a bank proved tougher, but was nonetheless manageable (after a few false starts) once I got a handle on the stick's feedback and its greater sensitivity in pitch than in roll.

Only in hindsight did I realize how close to my expectations the T-34's

"flight model" really was. It exhibited the same fluid, welldamped feel Hook for in a good PC sim. Even the accelerated stall I accidentally entered white pulling hard for a shot at Denny played out just as I would have expected. My turn rate suddenly dropped to zero as the plane started shaking, but picked up right where it left off once I cased off the stick enough to recover. It was a heartening vindication that the standards I use for judging flight mod-

MIND OVER BODY

well with reality

Once we got into the mock dogfights, my mind felt right at home, while my body struggled to keep up. As considerations of relative energy states, positional advantage, and lead/lag/pure pursuit curves bounced around in my brain -

els - which were previously based only

on sim experience, readings, films, and talks with pilots - jibed reasonably

Once we got into the mock dogfights, my mind felt right at home, while my body struggled to keep up.



ENTER SANDMAN Robin "Sandman" Kim checks out the hardware for the most realistic sim he's ever flown

exactly as if I were playing a WWII tlight sim - the rest of me was deluged with unfamiliar stroub Actually feeling the hard rolls and Cs was an awesome experience. I was able to avoid blacking out or getting tunnel vision under heavy loads by tensing my leg and abdommal muscles - practicing this while driving my ear the week before no longer seemed so silly Alas, the protestations of my slomach under negative Gs had no corresponding remedy. I will never look at "neggies" in flight sims the same way again!

While the tactics I picked up playing air-combat sims served me well overall, my sim-flying



BRIEF INTERLUDE Veteran A-10 pilot Mike "Fins" Finley briefs as on lag pursuit

experience did hinder me in a couple of ways. First, I mitally had a tendency to focus too much on my instruments (even when I had a bandit on my failt) since I rely so heavily on them in sans, Steve "Clipper" Havas, the pilot in the back seat, reminded me repeatedly to keep my head out of the enekpit. Second, I frequently underestimated the inertia of the plane in turns, causing me to roll out a few degrees beyond a

perfect shot bincup. Clipper kept telling me when to start the roll, but I often waited a bit longer, thinking I knew better than the guy in back who had tens of thousands of flight hours under his belt. Eventually, I learned better I le also identified a flaw in my fighting style that had always plagued me in sim combat. I tend to fly aggressively toward the handat when I should head for a superior lag position at "the elbow" (directly behind the bandit and within weapons range)

SITUATIONAL AWARENESS

The most surprising thing to me about doglighting in a real

> plane was how easy it was to tell what was going on. Lalways knew exactly which way I was looking, based on head orientation and peripheral vision, and had a better feel for dislances, closure rates, and aspect angles than in any sim I have played Visibility down past the side of the nose during High Yn-Yos was excellent, about on par with WARRIEDS, and superior to most jet sims with their screen-hogging instrument panels. Also, by simply leaning forward a few inches and twisting. I could easily look directly behind me, even with a

five-point harness on. Looking around did get more difficult when loading up the Gs in a tight turn, but then my neek muscles could be stronger.

Sky Warners was an experience I will never forget. As a flight-sim junkie, I was able to take away from it not only some priceless memories, but a newfound appreciation for just how reabsite sims have become. And they will only get better

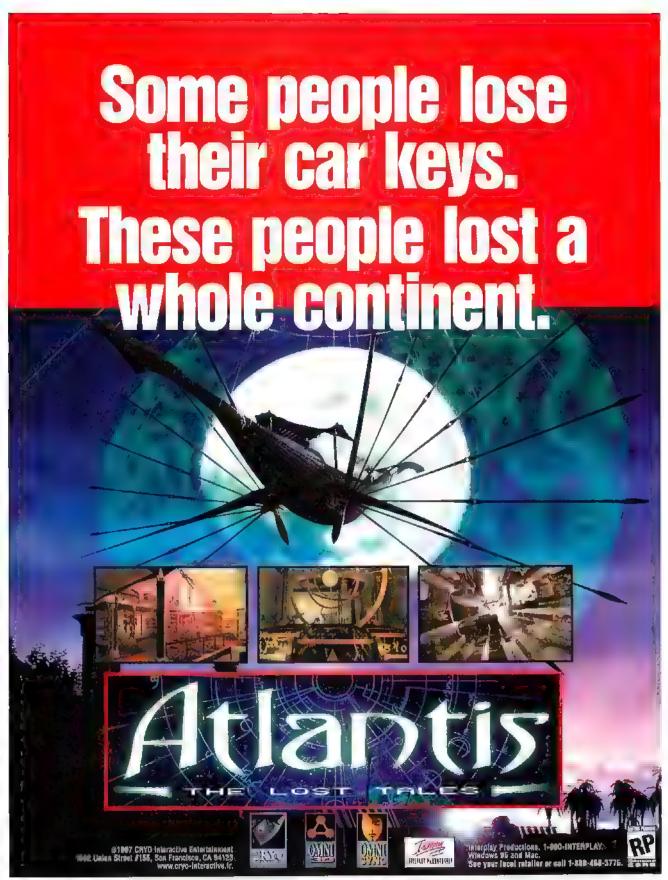
How Real Can You Get?

After you finally get a taste of visual range doglighting and examine how it compares to sims, an obvious question anses: How real-Istic can PC air-combat sims ultimately become? Flight and systems modeling clearly have the potential to be 100 percent accurate someday, and the feel conveyed by a good force feedback joystick, throttle, and rudder pedal combination can bring you surpasingly close to the real thing. "Seal of the pants" inputs, however, are impossible to simulate on a simple PC. Flying a sim is harder than it should be without this source of information, but most sim pilots eventually learn to use visual cues as substitutes for these physical stimuli. I believe the limits of proficiency for this can approach reality, but only if sim designers help gamers make this translation by providing easy access to key data such as airspeed and aircraft attitude.

The biggest disadvantage of PC flight sims is the comparatively poor situational awareness they provide with their cockpit view systems. SVGA-graphics resolutions degrade visual acuity and peripheral vision, and cost-effective VR headsets are not yet available to do proper head tracking. It's currently impossible to give the kind of situational awareness you get in a real cockpit.

Sim designers (and gamers) seem divided into two camps along a familiar line; form versus function. Those who emphasize a realistic look tend to rely on "virtual cockpit" panning views, while those who focus on giving the gamer a realistic amount of information are willing to accept a more artificial appearance, such as in Air Warrier's large set of overlapping, wide-angle fixed views (shamelessly duplicated in Warriers, Fighter Souadron, and Jane's F-15).

The hope is that one day, increasing screen resolutions and continued innovation will bring the two sides together in a system that not only looks real, but also provides a realistic field of view, well-defined images that indicate target facing and closure rates at realistic distances, a means to communicate precisely in which direction you're looking, and a simple and intuitive way to search for and track targets.



Uncover the mysteries of an advanced civilization in this epic game of adventure. Breathtaking visuals. Exotic locations, Plot twists and intrigue. All to be found in Atlantis.

>>> Continued from ag 288

Immelmans, Split-Ss, and other maneuvers. We were going to start with the basics — High Yo-Yos, lead turns, and lag turns. There were no bruised egos — when Clinck Yeager flew Sky Warnors a few years back, he had to start at the same stage. Besides, even the most experienced straightforward from the that the physical sensations and situational awareness in a real plane add so much to the equation that things work very differently from stim flying.

THE WILD BLUE

We suited up, headed out to the flight line, and hoarded our T-34As. Despite the small size of the ex-military trainers, the cockpits were fairly roomy. The bubble canopies afforded a superb view (canopy frames, so obtrusive in games like Warrines, can easily be looked around). When you fly with Sky Warriors, you control only the stick and rudder; after an expensive incident with a blown engine a few years back, the group decided to allow the safety pilot to handle the throttle

After takeoff, we made a nontypical run over downtown Atlanta to fly formation with a banner-towing Super Cub. This proved quite challenging for the safety pilots, trying to fly close formation at full flaps while the T-34s hung on a stall so as not to leave the full-throttle Super Cub in our trails. In our later flying, we could maintain formation with very small (0.5 to 1 inch) stick inputs; but during this low-speed maneuver, I could see the control stick moving through a 7-to 8-inch range.

After we broke off and cleaned up the ampliane, the safety pilots put us in formation and passed off the sticks to the front-seaters. Because it's not glamorous (unless the Thunderbirds or Blue Angels are doing it), formation flying is neglected in most sims.—Sabre ACE being the notable exception. Still, it's extremely challenging and exciting in its own right. Hanging a few feet off the wingtip of another T-34, you keep your eyes locked on your lead plane while making subtle adjustments with the stick. If Rolex wasn't snowing me about the quality of

my performance for a first-time formation pilot, apparently I'd learned a bit of joystick finesse in all my years of sim flying. The most surprising thing was how much easier it was to fly in very tight formation than in combat spread.

FIGHT'S ON!

Once we reached the exercise area, we flew in a trail formation, taking practice shots. (For less expenenced pilots, this guarantees some kill video.) Each T-34 is equipped with a laser and laser-detection devices. Pressing the joystick trigger fires the laser and plays a sampled machine-gun sound. If you hit the other plane, a smoke system triggers and a kill siren plays in the target pilot's headset to let him know he just died

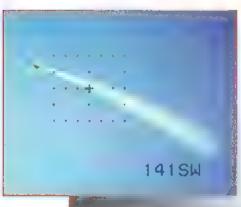
After the practice, the fight was on. We took turns going one-on-one, sticking primarily to the High and Low Yo-Yos we'd been trained in 'There's not much of a vertical element in the first phase of Sky Warriors training, so we never got close to the 3,000 foot hard deck. Even with the gentle beginning

sortie, combal was exhilarating. Even the best sim experience can't mutch the adrenalme rush of pulling Gs as you slide in 600 feet behind another aircraft, press the trigger, and see the satisfying trail of smoke that signifies a kill

One big difference from sim flight was the use of the body as a cue

for staying in the plane's performance envelope. The difference between 3 Gs and 4 Gs was quite pronounced as my body was pressed back into the seat; and a slight tickle in the stick warned of accelerated stalls when I pulled too hard into a turn.

For about \$700, you get a militarystyle briefing in combat factics, approximately 1.25 hours of flight time, and a video of the experience with external, gunsight, and "hero carn" views. It's an expensive experience, but it's one you'll never forget **%**





THREE VIEWS TO A KILL

Each Sky Warriors T-34 is equipped with three cameras: a gun camera, the "hero cam," and a forward-looking fisheye camera.



welcome to the next level.

THE BEST JUST GOT BEDIER, Jane's Gombat Stack from GH. Hrudusts.

ine Best Volue. Igosefor agalley. Fotal Realism.

Three reasons to The vout on Cheroducts' new Jane's Combat Stick no pruli version of Advanced factical Righterer con one low united:

abides Compresided to built for Jane's Compacifications, Plus you can play dáner gama, "Atáir is soor And of course you get the three year Warranty.

Magrent producta, One great price.



www.chproducts.com

www.janes.eascon

embal Simulations is all lieftronic PROLE READER SERVICE (1886)

Hollywood Hooey

Why Games Should Not Try To Be Movies

The problem with FMV games is that as movies, they are second-rate games, and as games, they are second-rate movies. ome 15 years ago, my father sat me on his knee and said, Son, I know how you enjoy those video games of yours, but you ain't seen nothing

yet Think PAC-MAN is really something?
One day video games won't be about a big
dot eating little dots; they'll have pictures of
actual people moving around and doing
things. It'll be like a movie." To which I
responded, "No! You can't make a game
that way! It wouldn't be any good!"

And life being what it is, a thing of irontes and reversals, it has come to pass that we were both right

TWO THUMBS DOWN

Multimedia games have been with us for several years now. The first one I remember was DAVID WOLF SECRET ACENT, by Dynamix, which interspersed crude video cut-scenes in the crude action sequences. If you count animated cutscenes, you can stretch the definition to include the animated interludes between mazes in PAC-MAN (and my comparison of this game to DAVID WOLF amtates some Dynamix folks even today). Ever since then, the quality of the video has been improving --- in terms of frames-persecond and the like - but the games in which full-motion video is used are still, by and large, dismal.

For starters, filming video sequences for a game requires that you hire actors, and the best actors generally go where the best money is. Except for a few slumming visionaries who have been willing to participate in a game for the hell of it, the dramatis personae featured

in games lends to be a Who's Who of has-beens, never-weres, and never-gonna-bes. Sometimes a game surprises you with good casting, but then, sometimes an airplane crash surprises you by yielding survivors. But, the odds against that happening are enormous.

But it's not just the easts' fault. Nor is it the amateurish dialogue, which gamers have trained themselves to ignore, or the wallowing in stereotype and cliché. (God save us from another



FMV game featuring a trench coat, a whiskey bottle, a voiceover, and a saxophone.) The thing that really makes FMV games dismal is that, as games, they are either utterly unimproved or actively worsened by the presence of the FMV sequences.

Into the first category fall all the games that would play exactly the same if you removed the FMV. Hasbro's new versions of BATILESHIP and OTHELLO, for instance, or the enhanced version of SIMCriv, don't benefit materially from

FMV. Cameplay is slower and jerkier, and all for what? So you can see your opponents OTHELLO disks flipped by some ham dressed up as Leonardo DaVinc!?

The second category includes all the games that exist solely as experiments in IfMV. The earliest was VOYFUR, which Phillips is still peddling, all these years later, as a PC CD-ROM. Here, you direct your "telescope" to peer into your choice of a few dozen windows in a house across the road. Which video scene plays depends upon which window you choose

The most recent entry into this category is Any River's A FORK INTIME TALE, in which you have to click on rooms superimposed on video scenes to select which plot branch (that is to say, which video scene) to visit next. Inside a given scene, there is no opportunity to interact or, frankly, to do anything at all. It's like pressing Play on a really crummy VCR that contains a lousy, one-minute-long videotape; then doing it again, and again, and again, and again, and again.

THE SLICK AND THE DAD

When I show my father some of the latest games, he never misses a chance to say, "I told you so." And so he did. Cames today often contain video sequences, and those sequences are sort of like movies. The problem is that as movies, they are second-rate games, and as games, they are second-rate movies.

There is something to be said for the second-rate, of course, particularly in a medium's early years. No one today compliments the camerawork or the writing in the average silent picture, but we recognize that it was a phase the movie industry had to go through. Caming will go through this phase and emerge the better for it. But, oh, how I wish it were over! I think even my father would agree that another 15 years is just too long to wait.



Send a chain letter on your lunch hour



Play it on the World Wide Web gemstone.net/go/cgw11

You are not alone

Join the most popular game online. Day or night, you'll find thousands of other players eager to quest for treasure, romance, magic, monsters and adventure.

Olay it right now

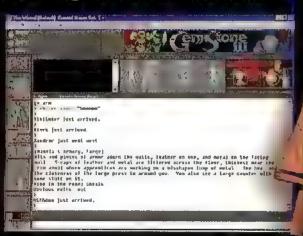
Five minutes is all it takes to download the free software. Then the glant doors swing open into a fascinating fantasy world already alive, thriving and filled with new friends.

Cimitless as your imagination

GemStone III is a vast, MUD-style game specifically designed to bring thousands of players together in a continuously evolving adventure. The world inside GemStone III is so rich in inventions and possibilities, your game may never end. All you have to do is begin.

Only \$9.95 for a month of play. Try it now and play FREE for your first two weeks.

play 2 weeks for FREE



Created by

CIRCLE READER SERVICE #160

Does Microsoft **Know Games?**

If You Had Doubts, Take a Look at Its New Strategy Lineup





or years it was easy to dende Microsofts misguided forays Into the gaming fieldalthough it left you feel-

ing strangely guilty, sort of like making fun of the Polish Air Force in WWII. White MONSTER TRUCK MADNESS and MICROSOFT BASKETBALL showed some improvement, clunkers like DEADLY TIDE made you wonder whether the folks from Redmond had learned any lasting lessons.

Of course, Microsoft is as determined as ever to dominate computer entertainment, just as they have productivity software, and they've continued to throw their formidable resources at the problem. One thing's for sure, if anyone can afford to buy a clue in the computergaming industry, it's Bill Cates

HOSTILE TAKEOVER?

Once Windows 95 was established albeit with a lot of pain-as the new frontier in gaming platforms, the next item on the Microsoft agenda was to break into the lucrative strategy genre. However, instead of using internal development to try to compete with big guns like Westwood, Blizzard, SSI, and MeroProse, Microsoft wisely pursued free agents with a vengeance. Alonge Cames, of course, signed first, and CLOSE COMBAT did well enough to sire a sequel. Then Microsoft signed Ensemble Studios, which teamed up with a blast from the past, Bruce Shelley (of RAILROAD TYCOON and Sa) MEIER'S CIVILIZATION fame), to produce AGE OF EMPIRES, due this fall. To complete its three-pronged attack, Microsoft snapped up the rights to distribute SSC3 REACH FOR THE STARS II, which updates the spaceploitation classic for modern processors and Windows 95.

Of the three games, the one most likely to release first should be CLOSE COMBAT II, which appears to be on

target for November. The irony is that despite the relatively short development hme, CLOSE COMBAL II will almost certainly be Atomic's best game since OPERATION CRUSADER (Avalon Hill) Where the WORLD AT WAR system, in retrospect, seemed to be stuck in a holding pattern after CRUSADER, CLOSE COMBAT II vastly improves on the shortcomings of its progenitor

The Amhem campaign is much more vividly portrayed here than in Atomic's previous MARKET-GARDEN (360 Pacific). The graphics are nothing short of superbdetailed road nets; multilayered buildings: new, erisp artwork for soldiers and tanks alike What's impressive is that the pretty pictures don't compromise the authentic feel of the battle. Everything is so perfectly placed that you hardly question the location of the drop zones or the placement of the suppers.

The psychological models for the individual soldiers are back, but with some twists. Heroic feats have been added, and the entire command control system

If anyone can afford to buy a clue in the computer gaming industry, it's Bill Gates.

A True Brainstorm? Ever wonder what hanpened to the guys from QQP? A lot of them have turned up at Brainstorm Entertainment. Rod Olsen is



crafting an alternative to his BATTLES OF THE SOUTH PACIFIC, with the working title similar to Tokyo Express (as far as we know. Avaion Hill still owns the copyright to that one). Andrew Visscher, meanwhile, has nearly completed another epic card game for Windows 95, tentatively titled Sol. TAIRE'S EMPIRE—with over 200 solitaire games!

CEO Manny Granillo (designer of Dragon Lore and Legions) plans to hit the strategy market in a big way. The upcoming PLATOON Leader covers small-unit WWIi conflict in a manner similar to SSI's venerable Computer Ambush. it's playable in either traditional turn-based or initiative-based fashion, à la Over the Reich. In addition to the psychological modeling that has become de rigueur in squad-level games since the

WARIS HELL.

(ALTHOUGH WITH THE RIGHT GAME,



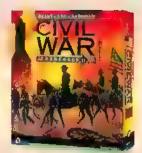
How do you output a great ga je like Robert L. Lee, Co. I but sceneralt With Cral for seneralt II you can now command Confederate or Union Armies And you can put yourself in the buots of Lee, Grant, or Spermin as you attempt to rewrite history.



Con Har Generale II comes combat ready with 40 legendary nauly from both the Eastern and Western theatres. But If you want to wage your own wars, use the map editor to create terrain, armis, and commanders. Incur go online to test your cumping in head to head battles.



This war usual jest hell his bistory Andy of Lexperience it as never before with an insignt lift new collection of Mort Konstlar paintings and all new maltimedia more in suignitudes on the men, we prove, and restore of the Cred War.



SIFRRA'

http://www.Sterra.com

FROM THE CREATORS OF ROBERT E. LEE: CIVIL WAR GENERAL



BRIEFINGS

commercial success of Close Combat, Platoon
LEADER also has a great deal of its own chrome. If

you like Panzerfausts, for Instance, you have four types from which to choose—provided that you have enough munitions points to spend.

It's a little too early to tell if the fuzzy logic used for the AI will become the WWII version of BIGGER

Mo

Blue or just soggy lint, but at least the design team is trying a different tack. With plenty of

famous scenarios (Remagen is pretty tense) and a distinct role-playing feel, this one tooks like a real sleeper

Dark Comic Images

Coinciding with the release of MicroProse's Guardians, Agents of Justice, Wildstorm



CLOSE COMBAT II If you think this is just a recap of the first, I've got a nice Arnhem bridge to sell you.

battles. Finally, there is an overarching campaign that allows you to take the role of the paratroopers landing at Amhern or the Alhed forces trying to link up with them from the southwest. Throw in a good mix of historically plausible alternative scenarios, and you have one potentially great wargame.

It's wonderful that Atomic Games has found its creative second wind. As Atomic and Microsoft continue to push each other, gamers will only benefit. My only question is this: When does this system get translated to the North African desert?

RISE AND FALL

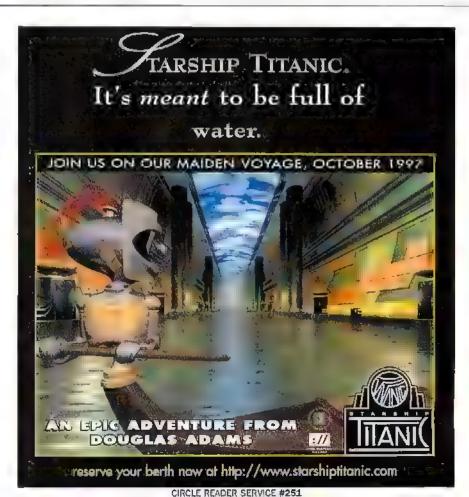
As you probably noticed from this month's sneak preview of AGE OF EMPIRES, this game is *not* just CIVILIZATION with a real-time twist. There are some similarities, but AGE OF EMPIRES has its own distinctive style. Focusing on the ancient world—and pulling it off—is a stroke of genius, because all of the other games that have tried to simulate this time period, even

seems more fluid and less predictable than before. The new, improved interface lets you move around more quickly to issue orders. Best of all, there's finally a zoom function, so you can actually see the SVGA-graphics soldiers under your command when your eyes get tired from playing until 3 a.m.

There are many more things I could compliment—not the least of which is the improved line-of-sight and field of fire implementation—but what I like most about CLOSE COMRAT II has little to do with improvements in realism or technical issues

My big problem with the first CLOSE. COMEAL was that it wasn't much of a game. And even when it's considered a combat simulation, the concept didn't always work. Too often, CLOSE COMEAL ran under its own steam, as it didn't seem to make any difference what decisions you made — hardly meentive for replay.

CLOSE COMBAT II, however, has a more interesting historical situation than its predecessor, which translates into better, more engaging scenarios. The Al seems more adaptable, and there's even a "design-your-own" option for online



NOT YOUR EVERY DAY OUT OF BODY EXPERIENCE





To order, visit your retailer of cull 1,800,447 1230



SIRTECH

Tel (315) 393 6633 Fex. (315) 393 1525

E-mail: webmaster@sir-tech.com www.sir-tech.com

Granny noticed

that things were getting, well, a little strange Even her loyal sausage could tell that something was wrong When she found out her family had been swallowed into space by the Mad Rabbit, she decided that enough was enough. No more games: it was time to kick some Jupine butt. And so this delirious but determined rady set out on the adventure of a lifetime

· Visit five planets and fourteen worlds in a huge, hi arious graphic adventure that spans 5 CDs.

- . Solve scads of ingenious puzzles, each with its own illogical logic. Order leads to chaos, sense turns to nonsense, credible becomes .. well, you get the drift.
- . Meet dozens of curious characters, Wander the reaches of inner space. Defy the laws of time and space. Go shopping with aliens. And be back in time for tea.

You have to PLA / it to DISSELLE JE it.

BRIEFINGS

Comics will issue a graphic novel featuring characters from the game. It's a natural, given the dark nature of the superhero world that Steve Barcia and company have created. No word yet on whether this will be a

A CO CONTROL OF THE C

solo collector's item or a continuing series, but given

Wildstorm's history—particularly the online comic Siege—our bet is that it will be anything but dull.

If you're interested in related gaming/comics items, you should check out WildStorms: The Expandable Super-Hero Collectible Card Game, by Aegis Entertainment, a.k.a. Wildstorm. In addition to some clever variations on the timeworn collectible-card theme, you'll find a lot of your favorite superheroes. Susan Storm—the Invisible Girl from the Fantastic 4—

Avalon Hills ADVANCED CIVILIZATION, have had significant flaws.

There are a lot of nice touches in AGE OF EMPIRES. I particularly like the fact that you can win economically as well as through combat, so that play doesn't degenerate into another C&C clone. It's certainly more suited for a quick game during lunch than is Civ, and the terrain editor is one of the best I've seen this year

When I first saw AGE OF EMPIRES months ago, I wasn't particularly impressed. But Bruce Shelley and Ensemble Studios kept at it, and they have one of the freshest tales of the year. My main concern is how well the AI will hold up, since most gamers still play the majority of their games solo. If that isn't a problem, and the dynamic differences between the various tribes are fleshed out in the final design, then this will be one of the contenders for best strategy game.

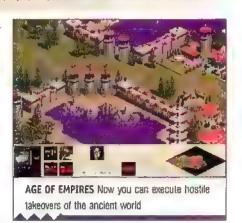
Let me put one rumor to rest, however. Brace Shelley is *not* the patron saint of turn-based gamers, any more than Skil Meler is. Keep in mind that RAHLKOAD TYCOON was real-time many years before it was the height of gaming fashion, and count yourselves lucky that Brace can still put his best design pitch over the plate. So read the sneak preview already (grin)!

MORE THAN MOO?

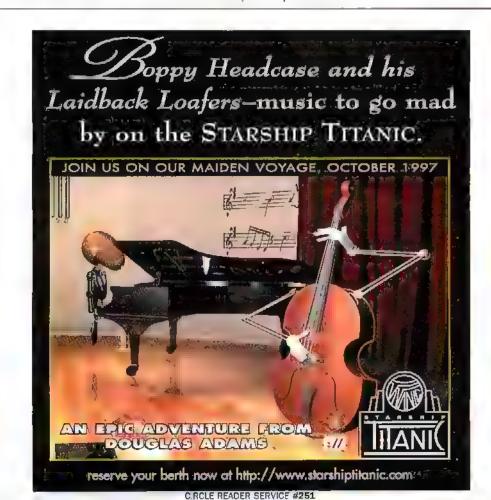
Long before MASTER OF ORION was even a twinkle in Steve Barcia's eye, SSG almost single-handedly invented the space exploration/exploitation genre with REACH FOR THE STARS. For years, the fans of this CGW Hall of Fame game have clamored for a sequel. It seems likely that REACH FOR THE STARS II will debut on Windows 95 sometime in late spring 1998.

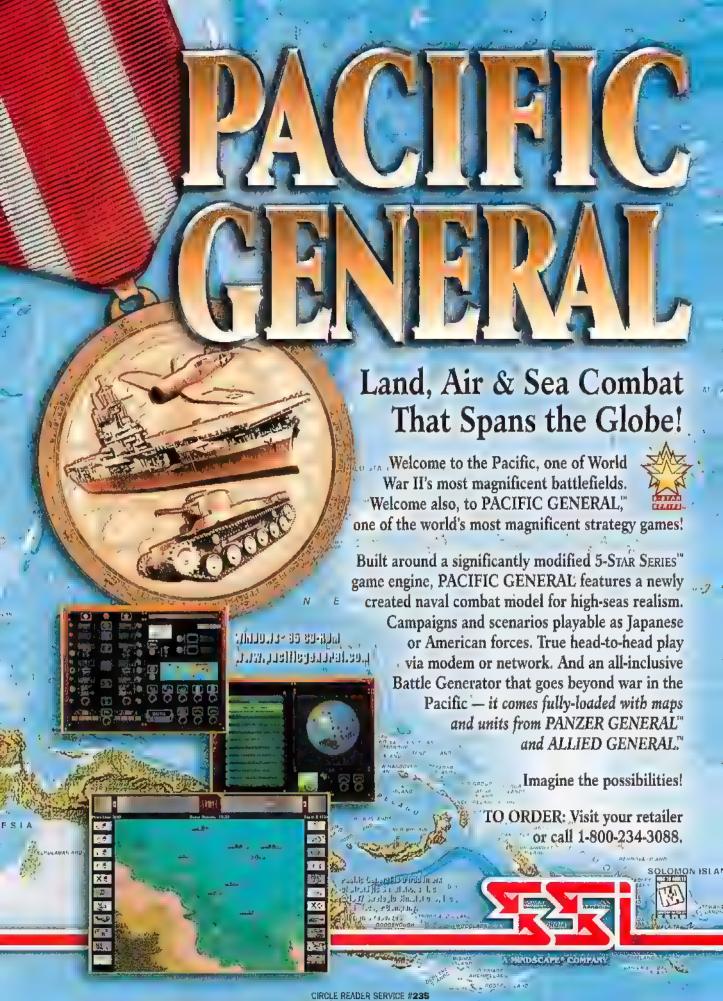
Cameplay looks to be similar to the original, in that you balance economics, diplomacy, military force, and exploration. As with other games of this type, you begin on a single world and branch out through the galaxy us fast as your research (and nerve) can take you. You're probably thinking that you've heard this before. Currently, MOO II rules the gaming galaxy, and PAX IMPERIA.

looms large for this fall. Yet REACH FOR THE STARS II is probably the closest thing Microsoft has to a sure hit.



The reason? Simply that Roger Keating does the best AI in the business With an extra year to improve on the





looks a bit too Kate Moss-like for me, but she's a powerful character in the game nonetheless.

Stormy Weather

Seems the Marines won't be hitting the beaches just yet: Interactive Magic's Semper Fi will be delayed past fall—perhaps even until February 1998. In addition to the usual interface tweaking

that all strategy games go through these days, it seems that the Al is undergoing a complete overhaul to ensure that it can handle the subtleties of combined arms. I wouldn't worry too much, since the developers, Stanley Associates, have shown that they'd rather take the time to do the game right—a policy that proved a major benefit to their last game, Wooden Ships & Iron Men (Avalon Hill).



REACH FOR THE STARS II Bill Gates, tired of ruling only Earth, expands his domain to Include the entire galaxy.

algorithms, Keating and Co. will almost certainly provide a tougher computer opponent than that of MOO II or PAX IMPERIA II. And if the multiplayer code we've seen at WARLORDS III is any indication, playing REACH FOR THE STARS II over the Internet could make you give up on MOO II's stodgy multiplayer mode forever.

In any case, the space strategy subgenre should be wide open for REACH FOR THE STAICS II by the time it releases. If this sequel is half as elegant and enticing as the first, maybe even Charles Ardai will have a science-fiction game be can enjoy.

Just to note in passing; SSC continues to pay at least hip service to the Macintosh Right now, the official comment is that a Mac version of REACH FOR THE STARS II is planned. Microsoft had no comment whatsoever on this subject, so draw your own conclusions.

DIVIDE & CONQUER

Like any team wading successfully through the free-agent waters, Microsoft has benefited from a gambler's sense of good thining. REACH FOR THE STARS II was one of three SSC games planned for release within a year. Because Broderbund already had WARLOROS III, and SSI ended up with DECISIVE BATTLES OF WAYII, THE ARDENNES OF TENSIVE (see

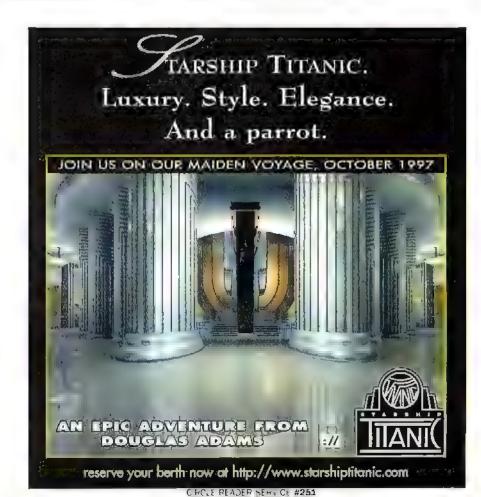
the review in this issue), SSC treeked it didn't want all its gaming eggs in one basket, and began negotiations with Microsoft. Even though its committed to real-time strategy games, Microsoft, to the company's

credit, quickly signed the real-time classic

The timing of CLOSE COMBAT II could bardly be better. Its ship date hits around the same time as PANZER GENERAL II.

Gamers are likely to buy both, so that they can have a "serious" and a "beer & pretzels" wargame. There isn't anything that comes close to AGE OF EMPIRES, so. Microsoft has a big marketing edge in a glutted real-time strategy season.

Conspiracy theorists will no doubt liken Microsoft's upcoming gaming success to the advent of fluoridated water, mass hypnosis, and orbital mind-control lasers. But I can't see myself losing sleep over Bill Gates' impending conquest of the strategy gaming genre. Maybe after a few months of playing CLOSE COMBAT II, AGE OF EMPIRES, and REACH FOR THE STARS II until 3 a.m., I'll stop to consider the implications.



GAMER'S EDGE

Your Source for Ruthless Strategies, Tips, Cheats, and Hacks

STRATEGY & TIPS

MDK

The World's Most Complete Killing Manual

by Thierry Nguyen

kay, Kurt, saving the Earth from the Stream Riders is going to be a hard task. To aid you, I've written this document. It includes details on some weapons not covered in the original manual, intelligence and tips for numeerawlers four and five in particular (since one and two were already covered, and three isn't so hard); detailed methods of killing the drivers of the third, fourth, and fifth minecrawler; and a guide to killing Gunter in the final battle. I didn't cover Gunter's homeworld because it is pretty straightforward, and the hardest part is the actual match with Gunter. Let's start with the weapons.



SURF'S UP During the snowboard sequences, move left and right in order to avoid their fire. Jump on "Groovies" to get rid of the turrets with cow bombs.

WEAPONS EVALUATION

The Whites of Their Eyes

Your basic sniper bullet is quite useful, as it deals decent damage and comes in unlimited quantities. The first upgrade is the homing bullet, which tracks whatever was under the cross hairs when you fired. This is effective for targeting those snipers that stay in one place to aim and then move. Their main disadvantage is their less-than-stellar turning speed, so don't expect them to go around comers every time.

The next upgrade is the sniper grenade. Since it explodes, it's useful for times when you can't get a precise shot; the explosion is sure to hit something. It's also good for tightly packed groups. This also comes in a homing version, making it even more lethal.

'Then comes the mortar, which is harder to use because it bounces and employs a timer. It's hard to but someone directly with it, since the bouncing makes it a bit unpredictable, and the timer means the blast is delayed. But, if you're on an elevated platform overlooking enemies, it's good to send down a shower of them. Since it doesn't explode right away, you can try to bounce it around corners and use it as a makesluft camera.

Finally comes the Bones Airstnike. This is best for saturating immobile groups of enemies or generators. Since Bones takes a while to get there, even slow-moving targets, like tanks, might have moved before he arrives. Save Bones for alters in trenches or turrets, or for a cluster of generators, and it will cut down on the enemies you have to face.

Up Close and Personal

The weapons not covered in depth in the manual are the Thumper and the Tivister. The Thumper is a large hammer that causes a small earthquake, which disorients and damages your opponents. But it can damage you as well, so the best advice is to jump around with the parachute once you trigger it.

The Twister is something totally new, and is a great area-effect weapon. It simply creates a tomado of energy that spins out rays in various directions, which in turn damage all enomies in the general area. The grunts will be killed while the larger ones will be badly hurt. Save this weapon for crowded areas, and then pick off any stragglers that survive the onslaught.

LEVEL TRICKS

Snowboards Away!

The hardest part about the fourth mineerawler is the snowboarding sequence. Make sure you weave from side to side and slow down. If



LEAPS AND BOUNDS To reach the high door in level five, jump from the tallest airlift here, in order to get the airtime needed.

you want to get all the red bones for a power-up, just press down to apply the brake and slow yourself so you can weave to the bone. When you need to light enemies on snowboards, just weave left and right in order to avoid their fire. And whenever you see a higher platform, jusup to it. The platforms hold "Groovies," which will drop cows on the enemy turrets to clear your path. If you don't, you won't be able to take out the turrets because your gun isn't up to the task.

Cars and Alarms

The fifth level has three main trouble spots: The area with the enormous door, the tall building with the cars scooting around, and the three lifts near the end. For the gigantic door, you need to smpe, use the Thumper, and be maneuverable. On ground level, proceed to the door on the right to get the World's Smallest Nuclear Explosion. There will be one massive guard at the door, avoid his fire, since one shot takes away twenty hitpoints. Then, from the doorway, snipe headshots at the two sleeping guards Now, go out and proceed to the left doonway. Stand a ways from it, snipe the alarm bot, and then smpe the sleeping guards (if you don't get the alarm, you'll have to fight awake guard bots) Co up the ramp to the second level, kill the generators near you, jump to the other side, and grab that Thumper Two giant robots will arrive, and that's when you use the Thumper to severely weaken them. Once they're weakened, dispatch them and jump into the hole, kill two more of those big robots, and use the nuke on the lock at the top of the door

In the area with the cars, first get rid of all the caremies, their alarms, and the drivers of the cars.

The cars themselves will be left belund, and can be moved forward by shooting them.

Maneuver a car around until it gives you the height to jump onto a platform. Do some platform biopping until you get onto the rail, then walk around.

Don't kill the driver of the lorse car on the rail yet. Find where you are supposed to jump to,

and wait there for the car. Kill the driver so that the car is near the platform you want to get to, otherwise, you'll have to move it around the entire rail, and then move on.

Finally, let's discuss the three lifts area. Once you've killed everyone in the area, jump from the stairs to the shortest lift (the one on the far right). Then, make your way to the tallest lift (on the left) by using the other two. Once you reach the tallest one, turn around, and parachute your way to the door on the other side. If done right, you will barely make it. The key is to start from the highest lift for more air time.

BOSS BITS

Safe in My Goldfish Bowl

The third numeerawler driver is one of the easiest ones (only the first driver is easier). This driver has heard about your previous exploits and has sealed himself in his own personal aquarium. Below him are four "dog generators," and the lid on his tank has four holes. Basically, you have to open the tank by undoing the four bolts in it. The bolts appear only as the driver spins the lid and charges his guns.

First, dispatch the dogs that come out of the generator When the four bolts light up and start slowing down, switch to sniper mode (as the dogs should have been taken care of by then). Wait until the lid stops spinning, target one bolt in particular, and shoot. It should come off in a single shot. Then, swap out to normal view and avoid the incoming fire. Just repeat this pattern — kill dogs, aim at bolt, shoot bolt, avoid laserfire — and you will succeed in killing this boss.

Man the Sub Turrets!

Technically speaking, there is no real driver for the fourth minecrawler. The fourth minecrawler is controlled by some of the smarter



LET'S BOLT Target the bolts quickly when they light up before they fire on you

GAMER'S EDGE

aliens inside a submarine, so when you clear out the sub, the minecrawler ceases to exist.

To get into the sub you have to dispatch two annoying "charging snipers" first. Once you get rid of them, the enemy drops a tank on you. After destroying the tank, you'll gain the World's Smallest Nuclear Explosion, which you use to open the sub's hatch door. Then, you'll see one of the machines you have to destroy, a submarine turret. The alien nuside is completely eneased in armor, so a shot to his head won't work. The only opening is at the bot tom of the turret, and the turret floats on top of an airhit. All you have to do is "deliver some explosives to him. Avoid the explosive balls he chucks at you, and toss



BIG APPETITE Toss the "Gunter Snack" to distract Gunter and grab that nuke behind him.



UPSY-DAISY Toss the grenade into the artifit in order to injure the turnet gunners for the fourth in necrawler.



MAN THE CANNONS Shoot these turrets off the dreadnought to get it off your back in the beginning and end of minecrawler five.

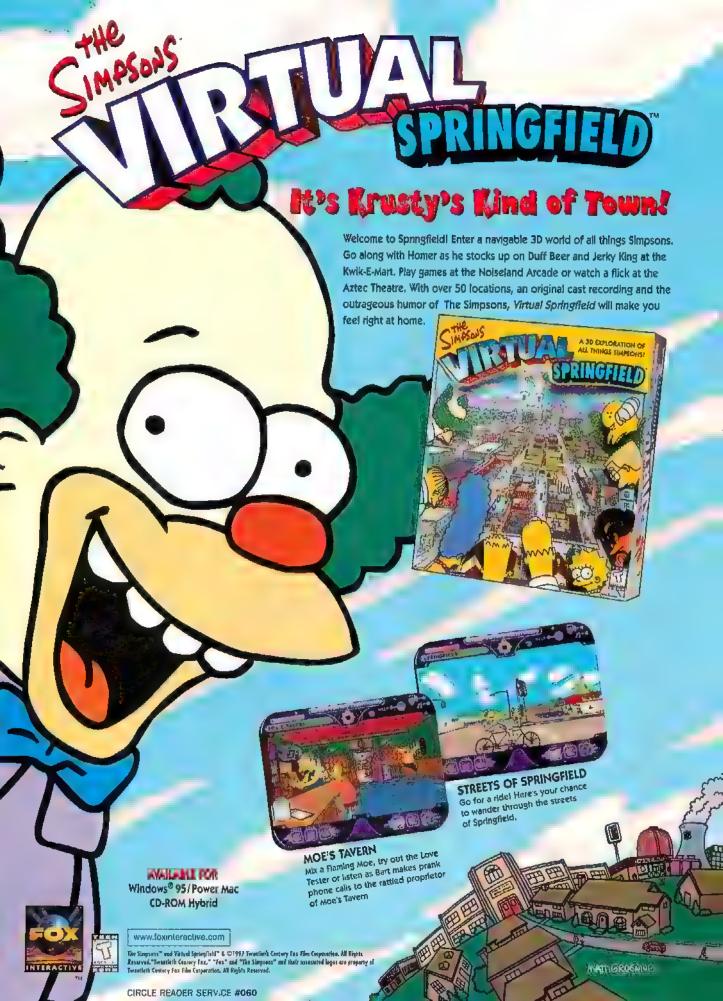
grenades into that airlift. They will go into the one hole that is open and injure him. It takes about three or four grenades to kill him. Proceed to the top of the submarine and destroy all the grunts and generators waiting for you. This is where a decoy comes in handy. Finally, follow the snowbourding sequence to the second hirret, destroy him as you destroyed the first, and the submarine and minecrawler will be destroyed.

Snipe That Dreadnought

You'll see Bones strung up and Gunter relaxing, but this isn't where you face him yet. When you get his attention by taking a potshot at him, he closes his chamber and that dreadnought that has been hounding you since the beginning of the level arrives. Just as you will have done earlier in the level, disable the ship by simply shooting off its turrets. The dreadnought will fly by at a distance, which is the perfect time to snipe away, since its shots take a while to reach you. When it passes directly over you, it's time to run and dodge. The dreadnought repeats this pattern of "fire from afar" and "close pass" so just persevere and you will shoot it down, thus destroying the fifth and final mineerawler.

Feed Me!

Your final, mano a mano fight with Gunter isn't a listlight, it's a game of distraction and dodging. To free Bones, you need to unlock his ropes by using World's Smallest Nuclear Explosions. Yet the nuke is behind Gunter, who is samply too big and powerful for a frontal assault. Instead, jump on the button to confure a "gunter snack," pick it up and use it near Gunter. He will run to eat it, giving you a chance to slip by, pick up the nuke, and run to a working airlift to unlock a rope. Just repeat this process until Bones is free. Aside from Gunter's one guard alien, the only real worry you have is taking too long (Gunter will attack eventually). Avoid the both of them, free Bones, and then use Bones to finally kill Cunter once and for all Then, peace will finally be restored.



Just a few words from the *original creators* of Mechwarrior™ for the PC...



...prepare yourself.

EarthSiege³: Future Wars The battle begins this Christmas.

See your local retailer for pre-order information.

And visit the EarthSieges web page for a glimpse at what awaits you: including video clips, screenshots, audio files, behind the scenes materials and the chance to sign up as an exclusive Software Beta Tester.



STRATECY L TIP

History of the World

How To Mold History in Your Own Image

by Terry Coleman



are, HISTORY OF THE WORLD doesn't quite measure up to the inspired multiplayer dynamics of the boardgame on which it is bused—mostly because there are no provisions for LAN or Internet play. Still, it offers strong Al opponents and much faster play. Plus, the computer relieves you of those nagging accounting headaches. With that in mind, here are my lop 10 tips and advice on which empires to play—and which empires to avoid at all costs.

The Victor Writes the History

- 1. Every game should have six players, even if you have to fill out the ranks with AI empire-builders. Playing with fewer will guarantee a faster finish, but since the computer version plays three to four times faster than eardboard anyway, what's the point?
- 2. Should you play with seven players? No. Just because something is different on the computer (the boardgame allows for only six players), doesn't make it better. You lose the element of mystery that occurs in those games when no one gets the Mongols—or gets stuck with the Khmers.
- Use my favorite game bug. One bug in the programming occasionally lets you use the same disaster card twice on an opponent.
 What a nice problem to have,



- 4. Stay away from the fortress option. This is important if you want a freewheeling game. Those who desire more defensive-minded games should try RISK!
- 5. Don't use the silly Preservation of Culture rule. What little historical flavor there is, is thereby lost. Worse, this channels play into too-predictable lines. Besides, you should never become too attached to a monument (see Number 3).
- **6. Don't fret over lost territory!** The game is designed so that empires use and fall appropriately. You can actually come from behind to win games—even if you end one of the middle turns with zero pieces in play—because no one considers you a threat!
- 7. It's bad to be the front-runner early on. It's often better to pass on the Romans or Persians, so that you get better eard picks later.
- **8. Don't let anyone have a back-to-back turn.** For example, sticking someone with Russia the last turn is usually a good bet—unless they just wrapped up the previous turn with Spain or the Mughais. If so, that player would rack up all the points from last turn *plus* the new turn. I once saw a tournament decided this way after five hours of tense play.



GAMER'S EDGE

9. The game is usually won or lost by how you manage middle empires. This is so true, although it's always tempting to save killer eards for the big empires. The Portuguese are tough with Naval Supremacy and/or Ship Buikking, and even the Chola benefit from a Treachery or Population Explosion eard.

10. Don't underestimate the joys of email play. His rore is the perfect game to play a turn before breakfast, or between projects while at work. Be sure that you remember to send diplomatic messages to other players when you send off your saved-game email file to the next opponent. The computer version of HISTORY can't match the boardgame for player interaction, but with an honest effort at back-stabbing, deal-making, and abject whining, it can still be a fun experience.

The Top 10 Empires

11. Britain

Power: 20

The Scoop: This is the one Empire card you never trade away. If you are

within 40 of the leader on the last turn and you get Britain, you have a good shot at winning. Having access to every ocean means that you can strike anywhere in the world.



Tips: Keep a Civil Service or Population Explosion card for a couple of extra armies. Don't worry about defense; once you've scored your points, no one can take them away from you.

2. Mongois

Power: 20

The Scoop: While they have fewer pieces in play than the Romans, the Mongols have little quality opposition. These awe-inspiring hordes can strike China, India. Asia, and even Europe, all the while racking up a huge amount of posits.

Tips: A Leader or Weaponry card is a

must. You should also save a Treachery or Surprise Attack card to remove the Great Wall defense of China



3. Romans

Power: 25

The Scoop: Why Isn't it Number 1?
Simple: Rome comes to power too early

in the game. Not only do you have potentially tough opposition from the Persians and the Macedonians, if you get this card, you'll also probably be dead last to draw for empires.



for the rest of the game—a tremendous handicap.

Tips: Double up your best military and technology cards: A Leader combined with Weaponry might bail you out. Do everything to score as many points as possible, otherwise you're doomed.

4. Arabs

Power: 18

The Scoop: By the time the Arabs show up, the Middle East is usually devastated and open for domi-

nance, as is
Africa Shoot for a
presence in
Europe and India
as well, and place
fleets carefully (the
Red Sea), so that
they will last extra
turns.



Tips: Be cliché.

Revel in a Jihad ce ebration if you have the card. Otherwise, this versatile empire benefits from almost any event you play.

5. Spain

Power: 15

The Scoop: An oft-underrated empire

that can really make hay in the penulti-

mate epoch
Choose your beachheads in the
Americas well and
you might keep
them out of
Britain's bands
Stick to the oceans

rather than the

seas.



Tips: Save a Barbarian card to clear out territory that you can then walk no freely. Fanalicism is appropriate; missionaries historically accompanied Conquistadors.

6. Ottoman Turks

Power: 15

The Scoop: Sort of the poor man's

Arabs, this empire benefits from a power vacuum. Go for broke, especially in the Middle East and India. Between Portugal, Spain, and the Mughals, it's likely your.



empire won't last out the turn

Tips: A better time for Naval Technology
than a Leader card. Use Pestilence,

Plague; and, especially, Black Death (only
good during this epoch) to soften up
your enemies

Macedonia

Power: 15

The Scoop: Only getting 15 pieces makes you appreciate Alexander's gen us all the more Take the traditional route through Asia Minor toward



India, but make sure to leave enough of the Persians to slow down the Romans.

OCTOBER 1997

GAMER'S EDGE

Tips: A Leader is obvious, but Elite Troops are even better. The board should also be open enough to get mileage from the Allies card

8. France

Power: 15 The Scoop:

Though it often gets lost in the Bntish wake, France is a great empire with which to close. Go for presence in several areas overall, and concentrate in



one area for dominance, in order to maxlmize your lesser amount of pieces.

Tips: A Leader solves a lot of your problems. This is one of the few empires that benefits greatly from good defense; use Empires Fortify or any Kingdom card you have.

9. Porsia

Power: 15 The Scoop:

Danus gets a bad rep because Alex toasted his empire. In History, Persia usually scores well, because it's the first big empire. Problem



is, getting this empire means that you might pick next-to-last for several turns.

Tips: Since you're stuck with it, stretch as far as possible. Don't waste a Leader; try Ship Building or anything that gives you extra armies.

10. Han Dynasty

Power: 12

The Scoop: The Han Dynasty, the best of a mediocre lot of Chinese Empires, tends to survive for longer than it deserves—a real sleeper. Total control of China is possible with additional armies. Otherwise, make sure to build

lots of fleets.

Tips: You can generally keep a presence in China for a white. Build forts, use the Engineering card if you have it, and pray for



The Worst 5 Empires

t Khmers

Power: 5

good dice.

The Scoop: These guys are beyond hopeless: it's tough to make any headway in either India or China; worse, you have to burn a fleet, leaving you with only four armies. Any



momentum comes to a halt when you get stuck with this card.

Tips: Try not to be in the lead during Epoch IV, so that someone other than you gets this card—even the Guptas are better.

2 United States

Power: 10

The Scoop: This reflects the fact that before WWI the U.S. was a hemispheric—not a world—power. The only reason this empire is preferable to the Khimers is that if

has enough



oomph to dominate North America, but even that's not guaranteed.

Tips: There is very little of use here. Your inability to sail across the oceans puts most goodies out of your reach. Deny points to your opponents through disasters; you're in the spoiler role now.

3. Incas & Aztecs

Rower: 2 for each

The Scoop:
Getting this is actually not as bad as in the boardgame, because you can dominate either North or South America.



Tips: Don't waste time with forts; they won't hold up against the Spanish, French, and British. Allies or Civil Service can keep this card from being a total disaster.

4. Aryans

Power: 5

The Scoop: The only Epoch I empire without a capital, it suffers from a rel-

atively high army count as well without really having enough clout to make a difference.





waste any cards; save them for something better

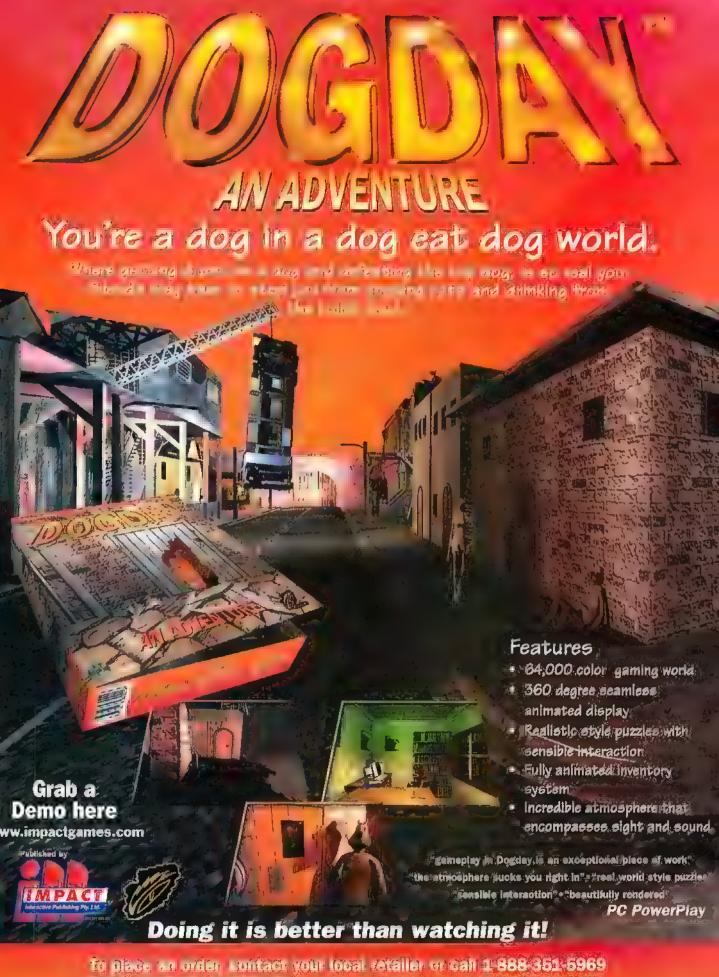
6. Heinng-Nu

Power: 7

The Scoop: With no capital and printed between the Han Dynasty and the Romans, these guys badly want to be Mongols when they grow up.
Tips: Anything to spread yourself



around the map—Kingdom, Crusades, Civil War, Empires Revive—is a good idea, because once the Romans and Sassanids pass through, you'll be dust. &





Relinquish your soul



STRATEGY & TIPS

Shadows Over Riva

Follow Scorpia's Tail As She Makes Her Way Through Sir-Tech's Massive RPG

by Scorpia

Tech's REALMS OF ARKANIA series, is a long game that should keep you busy for a while The best way to get through it is with your own party, which you can create or import from STAR TRAIL. Greating your own party takes time, but will give you better results overall than letting the computer do all the work. Always do level gain points yourself, too. You absolutely must have at least two,

preferably three, spellcasters with good values in Fulminichus for the final combat. Anything less is likely to mean disaster here, as your fighting characters will be of little use (except as buffers).



My best team consisted of a magiclenne, two fighters, a dwarf, a Green Elf, and a Sylvan Elf That gave a good combination of hitting power and magic, and elves, with their bows, are deadly shots.

Rogues are mostly uscless; their main worth is lock-picking, and a dwarf (a far better fighter) can be brought up in lock-picking Just as welf. Take a dwarf instead of a rogue to make life easier. None of the other classes seem especially worthwhile, although a couple of druid spells (Exil Eye and Dance) can be useful. However, druids aren't much good in melee combat, and I consider it better (especially if you're not familiar with the ARKANIA system) to have another fighter instead of a druid.

The best spells to have among your mages are Fulminichus, Lightning, Pimlysis, Somnigravis, Evil Eye, Horriphobus, Balm of Roond, Pure & Clear, and Rest the Body Other helpful spells are Destructibo (for destroying evil books), Banish Spints, Transversalis, Analyze, Penetrating, and Salother

The important nonlighting skills are Climbing (everyone), Stealth (everyone — one person should be very good at this), Swimming (everyone), Physical & Self Control (everyone), Hide (everyone), Treat Wounds/Disease/Poison (one or two characters in each category), Herb Lore (one person; five is a high chough rating here), Danger Sense & Perception (one person should be very good at these), Haggle (one character with high charisma), Tactics (everyone, especially fighters), and Streetwise (one person, should also have a high Stealth skill).



BIG BAWDY BROTHEL Yes, you can still take a visit to the local brothel if you're a bit stressed out

All characters should have at least one combat skill, and fighters—
naturally—should be brought up in several. In the end game, you will
have to fight barehanded for a while, so put a point in Hand To Hand
each level gain. Also get points into either Edged or Pointed weapons in
preparation for the last section (it will be a while before swordlike
weapons are found there). For much of Riva, swords are the best
weapons, so be sure your fighters are good in sword skills. Elves, of
course, should work on missile weapons. When going up levels, a magician-type should always exchange the spell attempts for extra astral
points. When doing the split between life and astral for all spellcasters,
put the majority of points in astral, but always get one or two into life.

Since most of the action takes place in and around a city, you don't have to worry much about food. A couple of rations and a waterskin will see you through the entire game; don't fill up on those things. When sleeping to regain hit points and astral points, take the cheapest rooms and sleep as long as necessary. Do several days in a row, then eat something. You get better results with uninterrupted rest. Expensive rooms heal you faster, but with six or seven in the party, your money can disappear quickly. In most cases, you can always take as long as you need to rest up at an inn

Combat Tips

All combat scenes take a long time to get through, even for a wellequipped, experienced group, so be patient. In many lights, the party will be outnumbered by the enemy, and delaying tactics are vital to surviving.

Casting Lightning and Somnigravis in the first couple of rounds is important. Elves are especially good with Somnigravis and can (with high skill) keep opponents snoozing through much of the fight. The only difficulty is remembering which ones have been put to sleep, attacking a sleeping opponent will wake it up again. Obviously, this is something to be avoided!

Try to keep your fighters from becoming surrounded. If that happens, knock out one or two enemies with spells as soon as possible. Try to position your spellcasters and elves in the rear, but where they have good diagonal lines for casting spells and using bows (the diagonal doesn't have to be exact, but there must be a clear path to the target). Mages in particular should have their full eight movement points available during combat.

If things are going badly, don't wait for the inevitable. Restore to a previous save and try again, or avoid the combat (if possible) until your party is better equipped or has advanced in level.

Early on, you have the chance to add 'Thorgramm to your party as an NPC companion. He is an excellent fighter and can be helpful in many tough combats. The downslde is that he shares in the experience awards, thereby giving less to your own people. If you have Thorgramm with you whenever possible, it will cost you a level gain for your characters. This is something to think about, as you'll only get about a maximum of three levels by the time you're into the endgame.

Exploring Riva

Riva is too big to give a lot of detail in a single article, so the rest of the column just hits some of the main points of the dungeons and areas in the game.

Before you start the main line (triggered by talking to Tarik in the Harbour Maid Tavern), you may want to build up your party a bit, both in experience and equipment. You can do this by avoiding the Tavern for a while, and doing a few other things instead

First, clean up the cometery (see the Priestess in the Firun Temple). Under the graveyard, you really only have to fight one



BIG RED FMV It plays whenever you encounter important monsters. In this case, we're about to do combat with a demon.

golem (easy pickings with the Lightning spell). If the other combats down there are too tough, leave them for later, the undead aren't going anywhere (hehl).

In the main combat aboveground, against the Heshthot, be aware that ordinary weapons don't affect them. Use Fulminieths spells on the demons and have your fighters go after the Druid when he appears in a mund or so.

With that taken care of, you can go out the south gate to visit the tiny wilderness, and help Stipen graduate from the Mages Academy. All riddle answers are in the numediate area, you don't have to leave the outdoors to find the locations to blow the horn. Save first, as Stipen fails after three mistakes.

Dwarven Mines: All fights on Level 1 are optional. Be especially careful of the large Ore group in the dining room. Entry to Level 2 is immediately south of where you enter the

mines, On Level 2, you must fight the Ore group in the big room to proceed. Search to the left and right past this room to find a couple of magic swords (the only magic weapons in the game). Level 3 is one long corridor that is full of traps. The character with the best perception. should be in the lead: expect to take damage anyway. Examine walls along the way for magic runes your magic-cian can translate. The demon can be hit only by magic weapons and spells (good old Fulmmetus again). Manresh and his friends are an easy fight. Destroy the demon book before leaving.

Sewers: Open after speaking to Tarik Make one trip below to see the rateatcher and the monster. On your second visit, an NPC briefly joins your party. The sewers are mainly safe, except for one grate area where you (optionally) fight guards. When you go to Level 3 to kill the monster, that will be the only encounter in that area. Whoever opens the chest behind the mirror should eat some antihypnoticum first

Magician's Tower: Level 1 has only one encounter with bandits. Unfortunately, you must leave someone behind at the elevator for the rest of the tower sequence (do not leave your lock-picker, you will need him). Level 2 contains many fights against undead, you will need their diamond eyes to open doors. Cet the four words from the dog statues before destroying them. Level 3 is fairly safe, but be wary of illusionary halls leading to unpleasant.



THAT'S WHAT HE SAID Just as in the previous Arkana games, important conversations or monologues have their own scene. This one is particularly cool because an interpreter (on the left) is needed to translate the Nix language.

GAMER'S EDGE

consequences. The only fights here are with the magician and with Pergor the shapeshifter. You can destroy Pergor completely on Level 4 by putting together the magical mosaic (this is the only way to get rid of him).

Pirates: Detach the character with the best Stealth/Streetwise skills. This person should knock on the door and follow the pinte. Once you see where he has gone, rejoin the group and go in there.

Bride of Winds: The object is to get off the ship. You have only one hour to do this. Answering the Sea Fairy's riddles will gain you am extra half hour. Combats and room searches are optional

Hunted as Murderess: You can travel around via the sewer system to avoid guards. Merchants will still buy and sell with you A party with good Stealth and Hide skills can usually avoid encounters on the streets.

Fortress: You must free the mages before dawn (go after sunset, get out before sunrise). Go through this area carefully, but try to avoid too many unnecessary combats. Start by going south and around from where you enter to find the torture room, and go up the stairs to trigger the beginning of the rescue (there is, of course, much more to do after that).

Harbor Basin: See the King of the Nix (not baskethall players, beht). Be sure nothing happens to Zorka while she's in the party (she is quite useless, by the way). Walk around different places until you spot a Nix acting in a stealthy manner and follow him. Short blade weapons such as daggers work best against the plant.

Even Star: Take off the lead shoes to float up to the door inside. Use the glow wand and prisms to open the doors. When you get to the water elementals, keep everyone back and send your best fighter to the one at the chest This is the key entter. killing him disperses all the monsters. After opening the chest, return to the Nix King.

End Game:

Nusty, masty, masty
You go in maked and
unarmed. Get some
stones from the pile
where you enter for
later use. Move
around carefully
down here. One fight
against a single worm
gets you an egg, you
need this, so take it
with you. Some
branches elsewhere

can be made into slingshots for your Elves to use as missile weapons. That's after you fight the spider (check the walls). You can also find some mushrooms that heal and restore astrol points; use them sparingly. There are two main fights on this level; the really big one is at the entrance to Level 2. This (aside from Queenie) is the toughest combat in the hill.

Two Illusions on Level 2: Detach your most courageous person to cross both the fire wall and the corpse pit, then bring the rest over and join up. Go along very earefully down here to avoid combats (most fights can be avoided). One room has a single worm licking amber, kill him and take some for yourself. This is more healing stuff. The nastiest place on the level is the illusion room, which you must pass through. Whatever you face in here (situations are random), the usual rule is to always do what seems like the wrong or evil thing

Labyrinth: Just confusing, not dangerons. There are no combats here (whow!)



MUCH MORE THAN A SEWER RAT Descend into the sewers and get rid of that big bad water dragon. Again, combat is the same as before.

You will have to make a roundabout journey from your starting point to the exit in the southwest corner of the maze. Your automap won't be of much help. Take your time and be patient

Secret Doors: A flower flute (you'll have to make one) will get you through. After taking out the fake Queen (this is very obvious, as the fight is much too easy), keep going. But go slow A short way along, you will have to fight mirror images of the party. This can be very tough, as it has to be done quickly. Best bet: Send your magicain on alone, and take out the doppelg/inger with Paralysis or Salother.

The Queen: Get your fighters up to the front of the group as quackly as possible to face her. They won't do much (or, more likely, any) damage to her, but she will be too distracted to cast her own spells. Let loose with Fulnimetus and hope for the best. Good lick!

That's about it for now. In the meantime, if you need help with an adventure game, you can reach me in all the usual ways. Until next time, happy adventuring!



UNDER THE SEA... While the basic engine is the same, at least this time you have cooler locations to go to, such as the sunken ship Even Star shown here.

How to Reach Scorpia

World Wide Web: Scorpia's Domain

at www.scorpia.com

Email: scorpia@scorpia com

U.S. Mail: (enclose a self-addressed, stamped envelope if you live in the

United States) Scorpla

PO Box 338

PU Box 338 Gracie Station

New York, NY 10028

TEX IS BACK!

ear no amenate

ili i de man behind

BRIAIN

Verseer Verseer

"Movie-quality 30 frames-per-second video

Coming November 1997



ORDERS (800)800-4880

CIRCLE READER SERVICE #241 WEBSITE http://www.Ag



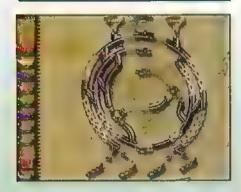
Adventure

THE LAST EXPRESS

In the you enjoying the mystery, but getting a little tired of fistfights? When the fight begins, click the right mouse button to abort the fight and return to the egg clock screen. Then click on the egg clock to restart the fight. After you repeat this procedure five times, your character proceeds as if he has won the fight. Sure, it's a little tedious, but less so than the arcade fighting sequences.



Puzzles/Classics



MARBLE DROP

ith a scarcity of good puzzle games for the summer, this game still attracts a lot of attention with its challenging puzzles. While not as hard as the invisible puzzle, Thabit Ibn Quarra is harder to pronounce. In using the following solution, keep in mind that you should follow the sequence exactly; and be sure to let each marble drop as far as possible before dropping the next marble in the sequence.

Action~

MDK

hese cheat codes could be useful in your upcoming battle with Gunter Make sure you use the right cheat for the right version of your game, and remember that each cheat works only *once* per level, so save that code until you really need it.

Codes for unpatched final North American executable:

makemefull Health
masterblaster Gatt powerup
twistandshout Twister powerup
biggrenade Homing sniper grenade
486willbeslow Lets 486 machines run

Codes for all patches:

Ineerlahiggun Super Chain Gun powerup holokurtisfun Dummy powerup nastyshotthanks Homing sniper grenade tornadoaway Twister powerup 486ok Leis 486 machines run



CARMAGEDDON

o one is going to accuse this game of being a racing simulation, but it does model some automotive aspects surprisingly well. For instance, if you try to use the handbrake as your main brake, you'll trash your car. Instead, use the handbrake for tackling tough corners.

If you hold the handbrake, the wheelspin, a direction key, and accelerate buttons together,

then release the handbrake, you can spin your car around in a circle on the spot rather handy in circle-car duels

As far as checkpoints are concerned: You do have to hit them in the correct order; you don't have to follow the suggested green paths. Drive aggressively!



Marble Brop Solution:

1. Left steel (or orange)

2. Right orange 3. Right red

4. Left

5. Left blue

6. Left blue

7. Right red 8. Left or me 9. Left violet

10. Right blue 11. Left red



Strategy/Wargames

Dungeon Keeper

There are many mysteries in Bullfrog's DUNGEON KELPER, but few as darkly shrouded as the Temple sacrifice. The fetid waters of the Temple pools accept all offerings, but the gods are a fickle lot,



and only certain creatures — and combinations of creatures — will please them. Here's a list of sacrificial combos that are sure to reap rewards...and a few that surely won't.

What You Give	What You Get
Spiders x 3	Demon Spawn
Fly + Spider	
Beetle + Spider	Mistress
Mistress + Bile D	rman + Troil Horned Reaper
Fly x 2	Current library research instantly completed
Beetle x 2 (urrent workshop project instantly completed
lwb	\$150 off every subsequent imp
	purchase (works best in bulk)
Bile Deman x 2	Your creatures become chickens; useful?
	All chickens in Hatchery are vaporized
	Same: Bacawwkk!
Vampire	Your creatures become diseased

THE ARDENNES OFFENSIVE

hen the computer calculates the combat algorithms, the two most important factors are tactical advantage and divisional integrity. Since any defending unit gets an automatic four-column odds shift, the only way to overcome this advantage is to attack from several hexes. Keep in mind that division-

al integrity bonuses vary with each division and are further modified by the number of adjacent units actually attacking. A crack SS division, or the famous U.S. Big Red One, packs a lot more punch than an ad hoc



1944 Wehrmacht formation.

When you attack, remember that the initial odds shown represent only one attacking unit. To call in all available support, just hit the MAX briton on the tactical display. If you are in an obvious overfull situation, don't waste firepower: "Turn off" units you don't need in this particular attack until you reach optimal odds.

Simulations/Space

PRIVATEER 2: THE DARKENING

Cheat Codes* for space flight.

- 1. Type Alt-N to get to the navigation screen 2. Type F
- 3. Type one of the following codes, then press Enter:

Codes

NO TALENT REP ME UP PETY PETY CHILL OUT NAPALM

Invincibility

Repairs weapons, shields Refills afterburner fuel Cools down lasers Unlimited nukes

"these codes last until you land again



WARBIRDS

Now that I-Magic Online's WARBIRDS, a free download from www.icigames. com, supports free head-to-head play, many sim pilots are trying it for the first time. Because its realistic flight modeling can keep some pilots who trained on older sims stuck on the ground, we're including the following primer.

Takeoff: WARBIRDS planes properly model engine torque, and many pilots find themselves careening into the control tower when they try to take off. Pirst, apply engine power slowly. Then, if you find your plane pulling to the left, simply apply right nuclear using the keyboard, nudder pedals, or, if you have a Sidewinder Joystick, by twisting the stick to the right. If you don't have pedals, you can cheat a bit and use the automatic trim system to straighten the plane's flight path—just hit X to engage the automatic trim system and then pull back on the stick to disengage it.

Cruise: In the air, you'll also find your plane doesn't always want to follow a



strught path. The following keys will trim your plane for different cruise situations:

x Set straight-and-level cruise Cirl-x Angle trim; keeps the plane at the current climb or dive angle Alt-x Speed trim; causes the plane to climb or dive to maintain current speed

Just as in a real plane, trim is affected by speed. So if you set the trim for straight-and-level cruise at 250 knots and then you firewall the throttle, your plane will pick up speed and start to climb. Simply hit X twice to disengage and reengage the trim for the new speed.





You're Dash Rendar - Quick on the trigger of a blaster.



It's you and your tiny snowspeeder versus a giant, Imperial AT-AT.



Speeder BIKE MODE * FAST-PACED: ACTION WITH A KICK START.







[RND YOU THOUGHT IT COULDN'T GET ANY UGLIER]





Enter Prince Xizor - the newest villain in the Star Wars universe. In Shadows of the Empire, you'll encounter: TRELEGISTER him along with a host of new Star Wars Characters.

vehicles and locations: With your 3D accelerator, it's a fast, sharp, colorful universe also detailed, in fact, you

can see the trigger of a blaster. Enter the fray in 5 gameplay modes; ground shooter, space combat, speeder bike, jet pack and snowspeeder a all in an effort to protect Luke from the evil clutches

of Xizor - a face of evil so dark, you'll only find him in the skadnws. WWW. II COSDES COM











NOCTURNAL-DESTRUCTION OF THE PARTY OF THE THE INSTINCTIVELY BLENDS INTO THE NIGHT. STRIKING FROM THE SHADOWS, PREPARE FOR THE NEXT GENERATION OF 1996 S SIMULATION. OF THE YEAR! LONGBOW 2, INVERSE YOURSELF IN A COMPLETE COMBAT EXPERIENCE AT THE CONTROLS OF A LONGON BURSKIP. KYONA SCOUTE OR BLACKWARK THANSPORT (CAN YOU MAYOR SUNNER?) - TAKE OFF PAST HITH INTERACTIVE TUTORIALS AND UNLIMITED instant action hissions. The tho dynamic: CAMPATON : ENVIRONMENTS MAKE | FOR UNPARALLELED REPLAY VALUE, AND YOU WON'T NEED TO FLY ALONE MITH A FULL COMPLEMENT OF MULTIPLAYER MODES, THE PHOTO-REALISTIC GRAPHIC DETAIL - 8 TIMES AS SHARP AS THE ORIGINAL - MAKES THIS LOOK LIKE REAL MAR LONGION 2. CLEANLY THE MOOT **AUTHENTIC SIMULATION YOU CAN PLAY WITHOUT** HIGH-LEVEL GOVERNMENT CLEARANCE





FACTUAL BANEFLAY SCREENS!





The Computer Game Magazinezo

Sports Game All-Stars
We Pick the Best In
Football, Basketball,
Baseball & Hockey

PLAY to win.
SUBSCRIBE
OF OR SIRE OF OR SIRE NEW PEOPLE

to save.

and fill Them With Lead in Domark/ici's Air Combat Arena
ere's the move

Here's the move that'll blow'em away:

Call 1-800-827-4450

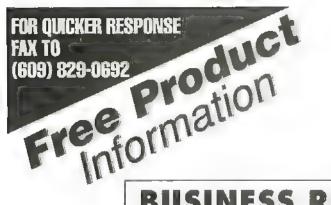
And grab the rock-bottom rate other gamers would virtually die for!



69. Advanture

E E PRODUCT INFORMATION

1		OFA						name an ers to the				2	C luie th the ads o	e nur tue or articles	rs ou he i you dilil	card (hai (e môre	cor espo nformatro	nd le r about				be mailed of charge	io you fro	D(t)
CII	CLE FO	OR FRE	EINF	ОПМА	TION																Vaid &	itter Jan	иягу 31	1, 1996
00 02 05 07 10 12 15 17 20 225 27 30 32 35	6 027 1 052 6 077 1 102 5 127 1 152 8 177 1 202 6 257 1 257 1 302 6 327 1 352	003 028 053 078 103 128 153 178 203 228 253 303 328 353 378	004 029 054 079 104 129 154 179 204 229 254 279 304 329 354	005 030 055 080 105 130 155 180 205 230 255 280 305 330 355 380	006 031 056 081 106 131 156 181 206 231 256 281 306 331 356	007 032 057 082 107 132 157 182 207 232 257 282 307 332 357 382	008 033 058 083 108 133 158 208 233 258 283 308 333 358 383	009 034 059 084 109 134 209 234 259 334 359 384	010 035 060 085 110 135 160 235 260 285 310 335 360 385	011 036 061 086 111 136 161 185 211 236 261 286 311 336 361 386	012 037 062 087 112 137 162 187 212 237 262 287 312 337 362 387	013 038 063 088 113 138 163 213 238 263 288 313 338 363 388	014 039 064 089 114 139 164 239 264 239 314 339 364 389	015 040 065 090 115 140 165 240 265 290 315 340 365 390	016 041 056 091 116 141 166 191 216 241 266 291 316 341 366 391	017 042 067 092 117 142 167 192 217 242 267 292 317 342 367 392	018 043 068 093 118 143 168 193 218 243 268 293 318 343 368 393	019 044 069 094 119 144 169 1244 269 294 319 344 369	020 045 070 095 120 145 170 195 220 245 270 295 320 345 370 395	021 046 071 096 121 146 171 196 221 246 271 296 321 346 371 396	022 047 072 097 122 147 172 197 222 247 272 297 322 347 372	023 048 073 098 123 148 173 198 223 248 279 3248 323 348 373 398	024 049 074 099 124 174 174 1224 224 274 299 324 349 374 399	025 050 075 100 125 150 225 250 275 300 325 350 375
01. (02. (03. (u completed	school or l High School ige or Tech College	ne only) less of		01 02 03	Check one Check one Choce a Once a Once a Once of	enty) week week month month wery two (three wee	rks nths	games?		Nac Entr								Telepho	one	_	CGW	10/97-4
(0 01 [02 [03. [04. [mpurer curt heck all that IBM compa IMaciotosh IAmiga IDedicated (apply) Hible (intel	slandard)		01 02	Once a Who o a is Check all I I Independent Consur Ness o	you most that apply) ndent com her electro	puter store nic store	04	omputer st		L	npany N Iress	lamo									***	
3 01 0 02 0 03. [386		ck the anl	y)	01 02 03	What is you of game? (Strategy War/Milita Role Play!	Check one				Othe 2	City	1				-			Şı	ale 2	(ip		
01 [286 26 ROM7 (C 3 Own 3 Plan to buy	heck one o	nly)	6 man hs	05. 06 07 08	Brain Teas Card Sport Action/Arc Education.	ade 31					4 [rice); all	other co	intries a	1d \$16.0) for add	Itiona, pi			orld for Si	27 94	



BUSINESS REPLY MAIL

FIRST-CLASS MAIL

PERMIT NO. 816

RIVERTON, NJ

POSTAGE WILL BE PAID BY ADDRESSEE

Computer Gaming

PO BOX 10126 RIVERTON, NJ 08076-8626

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES



ADVERTISER INDEX

FREE

R.S.#	COMPANY	PRODUCT	PAGE	R.S.#	COMPANY	PRODUCT	PAGE
120		VooDoo Boards	108-109	187	Locus Arts Entertainment Company		200-201
749		College Football	Z33	146	Mags Entertainment	Magix Music Maker	203
245		Indy Racing	231	259	Matrex Graphics, Inc.	Mystique 220	177
Z4 t	ABC Interactive	Monday Night Football	229	102	MEDIAON	MGPX Computer Systems	348-349
2541	ABC Interactive	Quest for the Best	235	100	Mileron Electronies, Iric.	Millennia	184-185
248	Access Software, Inc.	Links LS	292	196	MicroProse	7th Legion	208-209
241	Access Software, the	Overseer	329	152	MicroProse	Magic the Cathering	277
343	Acclaim	Constructor	266-267	71	MicroProse	X-COM/Apocalypse	79
201	Accolade	Deadlock 2	2-3		Microsoft	Age of Empires	129-131
296	Accolade	Legends	C5-C7		Microsoft	Close Combat	279
194		EagleMax Flight Stick	239		Microsoft	Flight Sim	44-45
145	Activision	Blood Omen	166-167	4	Macrosoft	Force Feedback	179
Ha		Dark Reign	8.9	270	Madscope	NetWar	286-287
Ht	Activision	Hesen II	54-55	144	New World Computing	Might & Wagle VI	87-89
159		Nightmare Creatures	118-09	v v	ORIGIN Systems, Inc.	Longbow2	334-335
142		Zork Grand Inquisitor	144-145		ORIGIN Systems, Inc.	Ultima Online	C8
106		Playing for Keeps	71		Panasonic Interactive	ForcedAllance	110-111
167	Asalon Hill Came Company	Defiance	19	A	Panasonic Interactive	Postal	133-135
\$2	Bazooka(SAS)	Drowned God	93	138	Piranha Interactive Publishing	Dead Reckoning	213
\$.2 J=	Bethesda Softworks		114-115	135	Playmates Toys, Inc.	D-Day 99	174
<u>1</u>	Bethesda Softworks	Battle Spire X-Car	305	287	Psygnosis	Formula I Cleenpronship	237
266		A-Cair Star Craft	4-5	284	Pagaosa Pagaosa	C Police	295,247
		Extreme Assault	220-221	198	Red Orb Entertainment	JourneyMan3	91
J~5	Blue Byte Software		291	110	Red Orb Entertainment	Riven	98-99
176		Incubation		153		Take No Prisoners	21-1-215
26rt		Myth	72-73		Red Oib Entertainment	Variords III	262-263
ol .	CHProducts	Jane's Combat Stick	3(13	294	Red Orb Entertainment		340-341
68		www.cdmag.com/chips.html	3-13-3-15	267	SegiSoft	Heat	
	Computer Express	Mail Order	346-347	268	SegiSoft	Seed	142-143
78		ANVEValue	83	366	Stemi On-Line	Civil War: Generals	308
133		Atlantis	301	358	Sterm Orelane	Parthseige 3	3[8-319
132	Civo Interactive Entertainment	Dreams	211	158	Siema On-Lane	Pootball 98	224-225
113	Cyclone Studies	Uprising	112A-B	156	Siemi On-Line	Half Life	160-161
p#	Diamond Multimedia Systems, Inc.	Diamond3DAndlo	187	364	Siemi On-Line	Lords of Magre	24
63	Discovery Communications, Inc.	Byzantine	155		Sierra On-Llue	Mask of Eternity	324-325
61	Discovery Communications, Inc.	Diseasery CD-ROM	157	360	Signa On-Line	Ontpost II	138-139
19,	- Parthlink	The Areini	29	359	Siema On-Line	ProPilot	26-27
275	Lados	Conquest Earth	62-63	370	Slema On-Line	Red Barron 2	102-163
276	Elidos	Deathtrip Dungeon	66-67	357	Siema On-Line	SWAF2	218-219
(6)	Eidos	Flight Unlimited 2	61	251	Simon & Schuster	Staship Titarde	309,311,313
214	Eidos	Flying Nightmares II	64-65	149	Strautories	Dragon Realms	158
2	Erdos	Joint Strike	246-247	150	Simultonies	GeniStone	306
273	Eidas	Тепасиле	31	126	Str-Lech	Anned & Delinous	310
275	Edas	Tomb Raider 2	68-69	124	Sir-Tech	Vins	288
182	Electronic Arts	NC/AFootball	80-81	125	Str-Teeli	XPhe	296
ISI	Lacotronic Arts	NEIL 98	52-53	185	Software Son Co	PC CD-ROM Games	3-12
25,	Falcon-Northwest	Falcon MACHV	183	101	Sony Interactive Studios	Tanànis	254-255
fis.	FoxIntenetive	Simpson's Virtual Springfield	317	374	Sound Source Interactive	Fibral Conflict	148-149
15	Concretary 2000	Cateway Destination PC/TVs	195-198	295	SouthPeak Interactive	Draghenzor	48-49
251	GT Interactive Software	Mage Slayer	1647	297	SouthPeak Interactive	Tenaju	10-11
15(1	GT Interactive Software	Odd World	21-23	247	Spacetee PMC Corporation	SpaceOdi	294
		Shadow Warrior	76-77	234	Stratege Simulations, Inc.	Dark Colony	252-253
365	CTI Interactive Software		121-123	239		Imperialsm	284-285
365	G1 Interactive Software	Total Annibilation			Strategie Straulations, Inc.	Pacific General	312
36	GT Interactive Software	Unreal	C2-C4,1	235	Strategie Simulations, Inc.		280-281
**	Harman International	Audio Equipment	250-251	236	Strategie Sanulations, Inc.	Panzer Ceneral II	
8[Impact Interactive	DogDay	323	237	Strategic Simulations, Inc.	Wacharomer Dark Omen	272
ITI	Interactive Maga	-\f(y)	168.169	238	Strategic Survalations, Inc.	W. hammer Fluid Redemption	273
173	Interactive Magic	War Inc.	274-275	240	Strategic Simulations, Inc.	Warwind	258
~-}	Tutograph Comprise Systems	Intergriph Computer Systems	1243	Ή	Studio 3DC)	Mens. 179	236-23
74	Intergraph Computer Systems	Intergraph Computer Systems	185-189	243	Lalorsoft	LINE I INC.	152-153
67	Interplay	Carmageddon	172-173	242	Talonsoft	Prelude to Waterloo	152-155
258	Interplay Productions, Inc.	Avalanche	33-41	127	'IHQ	Paxlenperia	181
76	Interplay Productions, Inc.	Baldur's Cate	171	161	ThursderSeat Technologies	ThursdarSeat	176
79	Hitesplay Productions, Inc.	Descent to Under Mountain	58-59	15‡	Uncle John's Att	MultOrderProducts	342
7/7	Interplay Productions, Inc.	Die By the Sword	[9] [93	3/54	V Comranmentious	System Commander	248
262			137 0 12		Virgo Interactive Lutertay anent	Black Burner	125-127
263	Interplay Proceedious, Inc.	Star Lock Volcan Fury	242-243				
	Interplay Procusetions, life Lacas Ads Lintert may cent Company	· ·	268-269		Virgin Interience Links is a ren	Lands of Lore Chardians of Destine Resident Evil	



Scenario B



THE ANSWER TO WORLD PEACE IS TO DIVERT ALL HOMAN CONFLICT AWAY FROM REALITY BY LOGGING ON TO HEAT.NET NOW!!!

This box makes it easy to play against live competition on the HEAT.NET internet game network--more importantly, it is the bus on the road to world peace! CyberDiversion Theory says, If we divert humankind's primal aggressive urges away from reality and onto the internet, we can end real-life violence and create tasting peace!

CYBERBULLETS CAUSE NO PAINI





CONTENTS OF BOX-

- HEAT™ CD (allows you to log on to HEAT.NET, where you can play almost all of your multi-player PC CD-ROM titles, including Quake," WarCraft II" and Scud: Industrial Evolution!")
- 2) six months' premium membership (earn frequent player points, compete in tournaments, gain access to the latest games)
- 3) a month's free internet access
 - 4) exclusive HEAT games, including DeathDrome;* Alien Race;* and Net Fighter **
 - 5) HEAT T-shirt (show your solidarity with the Movement) og on to HEAT.NET NOW! A LIFE SPENT ON HEAT





www.iohnsattic.com

Meet John. He's a gaming fanatic, inventor and something of a packrat. He's also got a little internet attic that's crammed to the rafters with computer & video games and accessories. All at prices that are as low or better than any store or internet source.

Buy your

AME

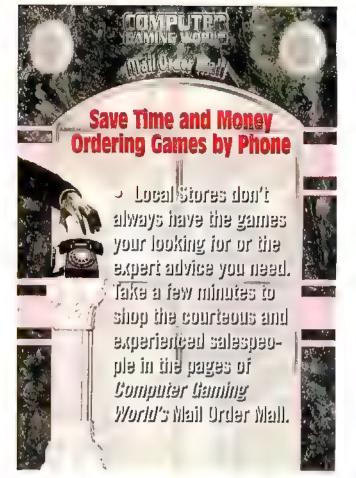
at the right price, and get 'em quickl



So, the next time you're wandering the net, stroll up the stairs to Uncle John's Attic. The floor boards may creak but the price and selection are always the best! If you're not on the web you can call Uncle John direct at:

1-800-397-7254.

Copyright 1996, Uncle John's Attic. All Rights Reserved.



Software Source

3003 South B3rd Street - Omaha, NE 68124 Phone 402-398-0223 Fax 402-398-0928

CK OUT OUR GREAT SELECTION INSIDE GAME DOCTORS STORES Receive Cash in 24 Hours for Used Games

PC.CD PLAS	STATION
	RETTI 32.25
1942 PACIFIC AIR WAR 24.95 MECH 2 MERCENARIES 24.95 BEYO	INDIBEY 12.25
	MOVE 2 32.25
	CONOR 32 95
A-10 2 24.93 NASCAR 19.99 CRAS	SR BAN 29.95
	DERBY 2993
BETRAYAL IN ANTARA 33.25 NBA LIVE 97 26.95 DOO:	
	010 33.25
	Y KAIN 11.25
	HWOR 2 11 21
	CO 1-4 29.95
CAND CTING REDIALERY 28 25 PANZER GENERAL 14.95 NASC	
	L VE 97 33 25
	PEED2 33.25
	ER GEN 2995
DADGERFALL 27.95 RETURN TO KRONDOR 29.95 PGA	
DARK FORCES 2 33.95 REBELLION/STAR WARS 33.95 RES 1	
	BLADE 31 95
	ODEN 31.95
	ŒN 2 31 93
	BRAIDER 34 25
FIZ LIGHTNING 2 28.95 STONEKEEP 17.95 TNN	BASS97 19.95
	DAL HRT 33.25
GRAND PRIX 2 23.95 TEX 3 24.95 VR PC	
HEROS MAMAGIC 2 28 95 TOMB RAIDER 27.95 WAR	HAMMER 34 25
	1 ARMS 33 95
ANES ATF COLD 32.25 US NAVY FTR 97 29.95 NEXT	ENDO 64
LONGBOW GOLD 32.25 WARCRAFT 2 27.95 MAR.	
KIRN MADDEN 97 24.95 WARRAKMER 19.95 MAR.	IO XART 49.93
LEISURE SCITT ARRY 7 29.95 X COM TERROR 19.95 TURG	3K 64 53 23
	ERACE 49.95
MASTER OF ORIGIN 2 27.25 X COM: APOCALYPSE 29.95 BLAS	FF CORP 49 95

BUY TITLES BY MAIL AND GET SEND US 4 GAMES FOR TRADE FREE SHIPPING ON YOUR ENTIRE AND GET AN ADDITIONAL \$10.00 IN CREDIT WITH THIS COUPON EXPIRES 9/31/97

THOUSANDS OF OTHER TITLES CALL NOW!

TO BUY: Please fill out your order one regular piece of paper, include any previous or current credit, total shipping charges and method of payment. We accept check/money orders/credit cards. Please send telephone

TO SELL: Please fell out a list of the games you are sending, all games must include original retail box, all packing and original instructions. Send to above address. All defective or unboxed games will be returned at customer's expense. Please include your telaphone number when buying or selling.

INT'L 802-757-5038 FAX 002-75

AC: Inthospets

DATHAR CAN

Blackhadd

On Line Ordering

www.comag.com/chips.html

Spirer Cair 1092a

	HEAR			lector		MES: STRATE		Berto	Text	Плени	Elleri.
	11/97	S35	Dark Roine MP 1	MON	SZ9	M Gathring Battlemagi	MAJOR	SI5	Speed Tribes	04/98	54
					328 348	MAX	MDM	\$48	Star General	MDW	543
	HOW	548	Deadlock 2	NOW		.,	02/98	S48	Star Nations	11/97	54
	WOW	\$40	Dominion	MOW	\$40			\$41	my har and any and	12/97	53
Admiral Ancient Ships		\$46	Quee 2	WOW	\$22	Magic Gathering	WOM		Stateraff Expansion		\$4
	NOW	\$39	Dungeon Kaeper	WON	\$46	Mass Destruction	NOW	538	Brancish	NOW	_
	NOW	\$48	Emperr of Fading Sun		\$29	Master of Magic	NOW	\$41	Stars	NOW	\$3
	11/97	\$48	Empire Olx Matr Ed	HOW	524	Master of Orion 2	HOM	524	Starship Traopers	HOW	\$4
	11/9,	\$46	Empire of the Ants	03/98	543	Mechcommander	MOAN	\$48	Stee Legions	11/97	\$40
- 100 - 11-01-0	03/99	\$46	Evolution	NOW	\$40	Mission Naxua Prime		545	Stratosphore	02/98	\$41
Contract of Contra	NOW	\$46	Exploration	MOM	\$19	Miasn Frc-Cybrstim 2		\$42	Submarine Titung	MOM	64
Indi Kngs Anct Chn 2		539	Extreme Tactics	12/97	\$49	MyRi	NOW	\$48	Syndicate Wars	MOW	\$41
	404	529	Fallen Herdes	MOW	5-45	Navy Strike	MOM	\$34	Тистье Ирариан	HOW	543
C & C 2 Thenium Sun		548	Fon Boyard	MOM	\$43	Outpost 2	MOM	\$47	Theine Park	AOM	51
6 C Covit Options		255	Fragile Allegance	NOW	\$48	Pax Imperia 2	MOM	\$41	Total Annihilatent	NOW	54
	NOW	\$40	Frenzy	12/97	\$44	Plague	NOW	842	Tycho Rising	HOM	-54
A GRA Chty Strice	HOW	521	Garacie: Милиро	HOW	\$41	Popylous 3	NOW	546	Litteriate City 2	HOW	\$41
& C Red Airm	HOW	548	Galigovic Chalfenge	NOW	\$19	Ragged Ear h	11/07	\$34	Lansing	11/07	54
A C Spie Supplied	11/97	\$48	Grt Bitts of Hannibal	1/97	\$48	Reach for Stars 2	NOW	548	WHitney 2 Dark Only	11/97	\$40
ortar 2	HOW	\$28	Relat	02/98	\$44	Rebellon	MOM	352	WHomes Shad Hos R	PHOM	\$2
inprotism Plus	1011	\$43	Heroes M&M 2 Ex Pk	NOW	\$25	Samper Fr	NOW	\$46	Ven B seds	HOW	Ş41
באווקב.	WOSE	\$40	Herces of M&M	NOW	\$32	Sestine Returns	03/08	\$45	Wa Games	02/28	54
ave Wars	NOW	538	Heroes of M&M 2	NOW	\$35	Settlers 2 Gold	MOW	\$38	Wancraft 2	HOW	\$3
Livi Zation 2	KOW	\$40	Heroes of M&M W95	4097	SIR	Settlers 2 Missions	HOW	\$12	Wasterds 2 Delake	HOW	\$4
rylleation 2 Scen	HÖW	528	Hidden Warn	NOW	\$48	Shadow of Emperor	4014	\$35	Vearfords 3	40%	54:
lay Warfare	12/97	\$45	(mporialism	NOW	\$43	Shattered Hattons	HOW	\$46	Warwind 8	11/97	33
lang New World Dis	WOR	\$45	Imperium Calactica	NOW	\$32	Siege	11/97	\$48	Warwing W95	NOW	340
anguared Xingdoms	HOW	310	(neubalism	WOW	344	SimSalari	12/97	144	Wisdom of the Kings	NOW	541
Conquest Earth	HOW	\$44	Ordinaty Waz	12/97	\$48	Simply 2000 Spec Ed	HOW	\$40	Wooden Ship from M	In NOW	53
enstruction.	NDW	5-12	Japped Amarice 2	NOW	\$48	Similary 3000	11/97	554	Worms 2	119,	\$4
	RDW	\$43	XKNO Extreme	NOW	\$38		02/98	543	X-Com Apocalypse	NOW	St
	NOW	543	Lords Realm 2	NOW	\$39	Space Trading	11/97	\$46	X-Fire	01/98	58
Jark Reign Futre War		348	Lords of Magic	NOW	\$47	Spaceward Hot 4	NOW	524	Z	NOW	\$3

act a	UCHY	215	Baltiegrad Materiol	TUNK	935	wyn	auw	348	Slakingrad	NOW	\$39
Minica Korps	04/98	542	Civil Your Generals	NOW	\$48	Napoleon in Aussia	HOW	\$42	Stee Pauthers 3	11/97	243
Age of Sall	NOW	512	Crose Combat 2	NOW	\$44	PTO 2	HOW	\$34	Steer Panthers 2	1900	520
Aide de Camp 2	12/97	544	Cross Combat	20044	\$38	Public General	NOW	\$43	Sti Philip & Chip 1-2es	MOSA	\$15
Amelican Civil Wat	1/0%	\$45	Costers Last Commine	WOST	\$28	Pacific Tide	404	\$45	TACOPS	40%	\$44
Batte of Bulge	03/04	542	Dosve Battle of YWAI	2019	\$43	Рандея Сонныцияли	88/80	\$46	Tank Resistance 2024	NOW	530
Bastlegend Anticiam	NOW	\$41	Fills Fleet	1000	\$39	Panger Gene at 2	NOW	142	Thiru Boich	NOW	\$30
Battlegend Bulgo	MOM	\$28	Fifth Rt Scan Mod 1	110/4	519	Panserbida	03/98	\$42	Tigg a on Proof 2	NOW	\$42
Barrieg nd Bull Run	NOW	142	Great Battls Alexander	1000	\$10	R E Lee CW General	NON	\$28	V Victory Bungle	NOW	\$20
Bathey to Ovrtysbig	NOW	332	Hateoon 97	NOW	\$44	Su-27 Electric Blisks	10.98	546	Wa no	WOR	\$46
Halir & or veltage	NDM	\$30	Man of War	SOM	243	Sid Meinr a Dottysbro	NOW	546	Wardine CS 3 w/ Crip	\$18HB	\$32

BOARD GAMES

Fire in the East

APROV. CS.

Rieselde file Beich

MDW 499

UST 191000013	MINN	230	RISCYDESIG	METAL	HEL	1410 to 100 F901	NOW	998	MANCHING THE MOICH	MOUN	312
ASL Last Humah	NOW	\$14	Britannia	MOW	\$18	Secontino	NOW	\$32	Outbox 1759	HOW	\$22
ASL Leathmorek	NOW	44	Coesar Civil Wars	HOW	\$38	Gellysborg	NOW	315	Rail Baron	NOW	919
ASL Solo Rules	4017	\$29	Car Wars Delieve	NOW	\$21	Glaty	NOW	\$30	Rats	HONY	\$24
Aux Civilisation	KOW	\$25	Chancelforsville	NOW	\$34	Go	NOW	\$22	Reb & Redcoat 2	NOW	\$25
Adv Squad Cd)	WOW	531	Circus Maximus	NOW	\$11	Grand Pier	NUW	SIR	Rice of Luthwatte	NOW	\$19
Adv Third Plaich	NOW	\$38	Civilization	NOW	\$21	Great War at Set 1	HOW	932	Rijik	NOW	\$27
Age of Henzisance	NOW	\$42	Colonial Diplomby	NOW	\$42	напонраг	WOR	\$32	Robe Rally	NOW	\$33
Air Da on	MOW	\$27	Crisis Sins 1973	NON	\$25	harpoon Box Set	HOYY	\$41	Sam Grant	NOW	542
Alexander at Tyre	NOW	518	D-Day	NOW	\$16	History of World	NOW	\$27	Samoral Swords	NOW	\$35
Ancient Empires	NOW	\$29	Danger Zone	NOW	525	Hobbit Adventure	NOW	\$29	Settlera of Cablus	WOW	530
Army Heartland	NOV	\$36	Days of Decision 2	NOW	\$42	Invasion Notway	NOW	\$30	Space Chess 3D	NOW	\$35
Asia & Allies	NOW	\$35	Décision in France	NOW	\$15	Jana	NOW	\$38	Squad Leader	NOW	\$23
Battle for Germany	NOW	\$12	Венка Віртотосу	NOW	\$42	Kingmaker	NOW	\$19	Stratogo	14014	\$14
Banle for N Africa	WOW	\$32	Die Kanse	NOW	\$55	Knightmare Choss	NOW	\$13	Toxan Revolution	MOM	818
Battles Ergtin War	NOW	\$42	Dipromacy	NOW	\$19	Kriog*	NOW	\$32	Tito 45	MOM	\$26
Battles of Alexandr	NOW	\$33	Oragon Lorda	WOW	\$29	La Bata de Ligny	NOW	\$39	Tracks to Tallaride	MOW	642
Estinspace	NOW	526	Empire Bullögt	NOW	\$25	Langstract's Assit	NOW	\$22	Painsport Austria	NOW	\$17
Battletech 4th Ed.	NOW	\$19	Fed & Empire Dix	NOW	\$38	Lunch Money	NOW	516	World in Flame file	NOW	\$00
Black sVednesday	NOW	532	Feudal	NOW	518	Panzachistz ?	HOW	\$25	Zaradori	MOW	\$36

HINT BOOKS

Age of Empire	NOW	\$16	Carthalege 3	11/97	\$18	Mechwarder 3	11/97	S16	SWAT 2	11/97	\$16
Agents of Justice	NOW	\$16	Elder Scrolls 2	NOW	\$13	Might & Magic 8	NOW	\$16	Simolly 3000	NOW	516
Betrayal in Antara	NOV	\$16	F-22 Roptor	MOW	\$18	Myst 2: Blven	MOW	\$16	Starcted	NOW	\$15
Cavilization 2	NOW	\$16	Pations	NOW	\$15	Myth	11/97	3:6	Stool Panthurs 3	11/97	\$16
Carse of Monkey (sie	NOW	\$16	Heavy Guat	11/97	\$18	Pax imperia 2	NOY	\$16	Tomb Raider 2	11/97	\$10
Dark Forces 2 09G	NOW	516	Hexen 2	NOW	\$15	Populous 3	11/97	\$16	Ultima 8	NDW	516
Dark Reign	NOW	\$16	King's Quest B	12/97	\$15	Qualce	MON	\$16	Olitima Online	NOW	\$16
Death Trap Dungeon	NOW	516	Land Lora 2	MOM	\$15	Quest for Glory 5	HOW	\$16	War Wind 2	11/97	\$16
Diablo	WOW	\$10	Lords of Mapic	NOW	\$15	Reballion	HOW	\$16	Warhammer 2	NOW	\$16
Dominion	NOW	\$16	Mask of Eternity	12/97	\$15	Red Baron 2	NOW	\$16	Warlords 3	WON	\$16
Dungeon Keeper	WOW	\$13	Mechcommander	11/97	\$16	Return to Krondor	11/97	\$16	X-GOM: Appealypse	NOW	\$16

CUMP	UIE	K G/	NVIES: AHUAI	UE		COMPUT	EH (MAK	ES: TRADITIO	JNAL	
3D a Pail Creep Light	HOW	\$36	Jet Mate	11/97	843	Battleship	NOW	\$30	Maty Pythin Ming of L	teNOW	\$45
3D o Pati cost Cotril	HOW	335	Last Bronz	11/97	34]	Avggle	NOYY	\$28	Monopoly Star Wars	NDW	\$48
3D Jitra Pinball	HDW	258	Mage Armagaddon	WDW	\$44	Caesar & Palace	12/97	\$38	Rectionary	NOW	\$38
Balls of Steel	NOW	\$32	Overboard	SEDZA	\$44	Chessinasior 5500	NOW	\$37	Power Chass 98	11/97	\$45
Bomberman	ROW	\$32	Pro Pinball 1 mashoo	CKNOW	526	Bragon Dice	NOW	\$46	Scrabble	HOW	\$19
Crucible	11/97	\$44	Psybadek	11/97	539	Hong Keng Mahjong	4014	\$21	Shanghar Double Pag	FNOW	\$28
Draghen Zor	NOW	\$44	Puzz 3-0	NOW	528	Hot Wis Cstm Cr Dág	WORn	\$40	Shanghay Dynasty	12/97	\$40
Enemy Zero	11/97	542	Vinua Fighter 2	HOW	539	Hoyle Board Games	HOW	\$29	Shanghair 93	12/97	\$39
Fragger	11/97	538	WWF Wrostling 3D	12/97	\$48	Hoyle Casino 98	11/97	\$29	Sarry	11/97	\$2B
Film Telt Pintabil 2	NOW	\$21	Youngblood	11/97	\$47	LEGO Sea Challenge	01/93	\$44	You Out Know Jack 3	NOW	\$28
HED.Z	NOW	\$38	Zoop	HOW	\$19	Lege Island	HOW	\$34	You Dot Knw Jk XXX	LHOW	33B

'WARLORDS 3' A medieval fantasy setting forms the backdrop for a struggle among barbaric hordes. Rendom map generation makes every battle a fresh new conflict. Multiple terrains, animated graphics and over 80 types of heroes creatures and warriors

Broderbund (Strategy) Release Date: NOW PC CD \$48

'WAR INC ' in the 21st Century, private security forces have avolved into powerful armies under corporate control. Take command of your own corporation and its armies, assume control of R&D, production, and strategic and tactical combat.

interactive Magic (War) Release Date: NOW PC CD \$46

'POPULOUS:THE THIRD COMING' Large strategies can be planned and enacted from fully playable global view Vanous terrain varieties(mountains oceans aerial views) mpose different challenges on your warriors as you lead them into battle

Electronic Arts (Strategy) Release Date: NOW PC CD \$46

'IF16' contains an easy to use quick start mode as well as detailed missions and campaigns. Jump titlo combat and experience incredible graphics and high energy explosions without ever opening

interactive Magic (Simulation) Release Date: NOW PC CD \$48

'CIVIL WAR GENERALS' The Baltie of the Bips and Gray is bigger, better and bolder. Multiple campaigns covering haltles from both the Eastern and Western Theaters are included in this sequel to the highly applaimed Robert E. Lee Civil War General Internet and LAN Support Slerra(War)

Release Date: NOW PC CD \$48

'PANZER GENERAL II' contains enhanced multimedia footage and scenario briefings Also all new campaigns play some from the Allied side. New interactive term in reflects ball. damage. Multiplayer support. SSI(War)

Release Date: NOW PC CD \$42

'KISTORY OF THE WORLD' Starting 5,000 years ago with the ancient Sumerains, a succession of 4P empires rise and fall across the globe Command seven ampros in your alternol at conquest Avaion Hill(Boardgame)
Release Date: NOW BG \$27

'DIE HANSE' Sall across the length of Medievan Europe as a merchant of the Hanseatic League vying to be the first to fill your house with valuable goods. As you battle the North Sea, you encounter pirates and blockades as you make your way home in lati frans ation include: Maylatr Games (Beardgame)

Release Date, NOW BG \$55

LANDS OF LORE IF You are Cuther cursed son of the Screeness of Darkness, exploring treacherous lands in search of ancient magic, a super power that will release you from your vile birthright

Virgin (Roleptaying) Release Date: 08/97 PC CD \$48

'RED BARON II' You will become immersed in World War I and the career of the brave young men who pilot the flying machines in the dangerous dawn of aviation. Engage in deadly (log lights, strate an enemy aerodrame as you line up your nemests to your Sierra (Simulation)

Release Date, NOW PC CO \$52

TOMB RAIDER 2" Lara's back, and belief than ever, with new moves, a new underwate environment and a whole new arse-nal. Explore huge exotic piatform-based 3D environments around the world solve puzzles and kill baddles

Eidos (Action) Release Date 11/97 PC CD \$48



WARLORDS III





Digital

abin Fever

MADULT & PAK!

INT'L 802-767-3033 FAX 802-767-3382

'STAR TREK FLEET ACABEMY' Before Captain Kirk, Commander Chekov and Captain Sulu were regends, they were cadets at the most celebrated school in the universe, the Star Fleet Academy. Test your Ingenuity, leadership and courage and determine if you have what it takes to graduate 1st in your class,

Interplay (Advanture) Refease Date, NOW PC CD \$35

Huge Selection

HEAVY GEAR! Phot one of 16 Heavy Gear war machines, as well as Striders and other armored vehicles. Gears are capable of agile. humanoid movements. Construct your own Gear then pilot it aid a your exact customizations

Activision (Simulation) Release Date: NOW PC CD \$48

'EARTHSIEGE 3' Experience the Future Wars as a Corporation, Cybrid or Robel. Engage in squad-level combat Choose from 40 fully-configurable vehicles. 45 plot missions and an unlimited number of random ones in real-time, internet, network or modem play

Sterra (Simulation) Release Date: 11/97 PC CD \$49

THRUSTMASTER NASCAR PRO STEERING WHEEL features wheel mounted builtons used for shifting, rey limiting or other racing functions separate gas and brake pedals, positive-throw shift lever with factile/audible leedback and more Thrustmaster (Hardware)

Release Date: NOW PC \$108

'THRUSTMASTER MILLENNIUM 3D' Raise smelds intentity your larget, and with the exclusive 30 pilcli-over grip, swing around and wips out your opponent as you watch the explosions up (through your enemy's hull.
Thrustmaster (Hardware)

Release Date: 10/97 PC \$76

£

Gidlisand Donna

Gidinand fed

Grillnead Tracy

Hot Leather 2

interes Seymiretti 2

sund Geri Resort

Japan Interactive

Later.

HOW \$49

NOW 539

NOW 539

NDNY 525

NDW \$49

NOW \$39

210W S46

200W \$44

Virtual Sec 2

Virtual Sex Shoot

Virtual Valene 2

Virtual Veronica

Virtually You's 2

You Dri 1 Knw Dick

Virtual Victor

Zeom

FRONT PAGE SPORTS FOOTBALL'98' Featpring greater arcade play play-by play commentary and player cards for every starting player in the NTL Monon-capture, technology, and multi-season career play keep it excit no. Internet, modern and notwork play.

Sierra (Sports) Release Date: NOW PC CD \$29

'STARCHAFT' You must gather your resources to accomplish your goals, siths, freedom or galactic domination. Play 30 different missions is space on planets. within restallations. Scena, o and map endor allows you lo create your own campaigns.

Bičzzard (Strategy) Release Date: NOW PC CD \$46

CABIN FEVER:SNOWBOUND' How about a weekend stuck in a cabin with nothing to do bul play at a poker with 3 gargeous women? Advanced poker engine and bildnous story

Art Worx (Adult) Release Date: NOW PC CD \$34

VIRTUAL VERONIKA! The game play is hot, and so it Verninas Shira every shark famasyand shirs all yours' Awesome arcade style garde play, bonus levels.

New Machine (Adult)

Release Date: NOW PC CD 548

"DIVA X:REBECCA" Do you know how to get to the Avalon Agency?", She asks in a sexy French accent You kindly offer her ande to her destination. Her cycs engage in silent conversation with yours. From there the adventure begins:

Pixis (Adult) Release Date: NOW PC CD 539

'ROMSOFT 6 PACK' Double Down, Doors of Passion 2. Sensuous Girls in 3D. Massive Melons. Touch Me Feel Me and Private Screenings are what you'll get in this sexy 6 pack!

Remsett (Adult) Release Date, NOW PC 6-CD \$32

COMPUTER GAMES, SIMULATION

1011	HELPARE	Projet	Trist	PELLAGE	PRICE	Terus	RESURE	Pauce	म्पार	Britage	Pauer
10th Canet	11/97	\$46	F-16 Agressor	MOM	548	Jai Fighter S	NOW	\$36	Sand Warners	NOW	546
1943 Euro Air War	NOW	\$44	F-22 ADF	11/97	\$48	Jel Fighter Fil Burn	11/97	\$46	Science Compa Europe	11/97	\$52
688i Hunter Killer	WOW	\$46	F-22 Lightning 2	NOW	\$29	Joint Strike Fighter	NOW	844	Sjorra Pro Print	NOW	\$48
ATE 38	STORY	\$46	F-22 Raptor	Now	\$48	411 Tank Platoon 2	06/95	\$52	Sitem Humer 2	09:98	\$46
AH-64D Longbow 2	NOW	\$48	F/A 18 Korea	NOW	\$48	MS Flight Sim 88	09/98	\$48	Bjot Hote Ptd 1-2 pg	WOW	515
AH-64D Longbow G	MON 9	\$46	F16 Fighting Falcon	NOW	\$48	MW Marcenaries 3DI	YOU's	548	Spearhead	11/97	\$49
AHX-1	NDW	\$47	FA 18 Homet 3 W95	NOW	544	Mach 2 Battlepack	MOW	\$42	Spearhead Exp Pack	12/97	\$20
Aces: X-Fighters	11/97	\$49	Falcon 4.0		\$52	MachWarrior I	12/97	552	TNIs Mote Sprts Rdci	WOPer	\$38
Air Crobt Nyy Fire 97	NOW.	545	Falcon Gold	WOW	\$29	Mig Alley	11/97	\$46	Tanarus	HOW	\$44
Air Combat Pacing (WORRE	\$34	Fighter Our 2	NOW	\$39	Hascar Racing 2	400	SJ9	Tank	02.98	546
All Warner 2	NOW	\$43	Filgat, Intimited 2	40%	\$44	Near Rog 2 Bach Sis	11/97	530	Team Apache	1297	544
Altrichy	02/98	541	Flying Corps Grita	HOW	\$48	Outlaw Racers	12/9/	\$39	Test Drive 4	40%	546
Armaies Fiss 2	408	\$46	Flying Rightmates 2	40W	\$42	Planet Texas	NOW	548	Touring Ca	NOW	542
Contancha 3	NOW	539	Flying Tigers	99.95	\$4B	Privateer Darkening	HOW	\$38	VII-15	40%	S-18
Conquest of the Skie	s 11/97	\$48	Plandava	80%	\$46	Pro ither	03/98	\$45	Wing Corn Prophecy	NOW	\$55
Daylona USA On	4012	\$42	Harrier 2020	ROW	\$45	Red Baron 2	NOW	550	X-Car Exprenatt Ren	NOW	\$44
EF 2000 V 2	NOW	\$48	Heavy Gear	NOW	\$48	Read to Indy 500	WOW	544	X-Who V Tre Egitter	MOW	550
Easthsiege 3	11/97	849	Interstate 78	WOW	539	SODA Off-Road Rong	NOW	548	√-16 Viper	NOVY	\$48
Extreme Assault	HOW	543	Interstate 77	NOW	\$48	Sb-27 Flanker 2	11/97	\$43	VF-22 Repter	NOW	\$45
F-15	11/97	548	J Fights Lightnung Stri	11/97	\$43	SahrAce	WOR	\$48	Panzer 44	12/97	\$48
			CORE	DUTT	0.0	SECTION ADDICE	100				

COMPUTER GAMES: ACTION

Bugriders	HOW	\$40	Freelancer	\$1/97	344	Postal	NOW	548	SpecOps	11/97	\$48
Chromotorm	11/97	\$48	Cathorus	NOW	542	Postal Level Editor	11/97	548	Star Trk First Contet	11/97	\$48
Daikatens	12/97	5-18	Hammer Strike	01/98	546	Quake 2	11/97	\$52	Terra Victus	02/95	\$48
Dark Forces 2 Jedi	HOW	\$53	Heren 2	NOW	552	Réquiem	04/91	3.45	Tomb Raider	HOW	\$42
Dead Unity	04/98	545	Heren	NOW	\$21	Resident Evil	NOW	\$42	Tomb Raider 2	11/97	\$48
Deliance	HOW	\$40	MDK	NOW	\$45	Soud	11/97	535	Tremor for Quality	HOW	\$19
Dreams	NOW	546	Monat Revenge	11/97	544	Shadow Warrior	WDM	\$47	Trespassi Jissic Pail	12/97	\$48
Оике 30 Реилии т	Pk HOW	\$26	Nightfelt	15/97	544	Shadowmaster	NOW	\$45	Torok Dinosi Huitr 2	03/95	\$46
Duka kalem 30 Arr	micNOW	\$46	Darwars	NOW	548	Shadw Willion Add+0	IN NOW	519	i, nrea:	NOW	548
Enigma	11/97	639	Outlaws	NOW	548	Bin	02/98	349	gED for Qualue	NOW	519

COMPUTER GAMES, SPORTS

		OOM	011		million of of	III				
an Ultra Men Golf - NOV	F12	IPS Golf Bundle	NOW	\$48	Linics I,S 98	WOW	\$45	NHL Power Play 98	NOW	\$48
ABC Mindy Figt Fbb 981 (79)	\$46	FPS Skiling	NOW	\$47	MS Bareball 3D	NOW	945	PBA Bowling 2	NOW	\$35
Auton vs Buth Wes - NOW	630	FPS Trophy Base Avis	NOW	\$48	Madden FB 98	NOW	548	PGA Tour Pro	NOW	550
Adulus Power Soccer, NOV	\$32	Hard Ball 5 Enhanced	NOW	\$19	Micague Daseball G	HOW	\$34	Tony LaHussa 4	NOV	842
AR Blar Dissepan 00 - NOV	\$44	Hardball &	WOW	\$46	Micagos Football 3	NOW	\$34	Topie Play 98	1016	SIS
Bass Metro Ciscle Pro04/08	\$42	Heraes of tran Grid	WOW	\$14	NBA Action 98	11/97	544	Traphy Dass Rivers	NUW	549
Birtisti Open Golf - NOW	\$24	Hooves Thunder	WOW	535	NBA Live 98	NOW	546	VRI Daseball 97	NOW	542
IFA Road Word Co 98 NOW	548	each Nickiaus Golf S	NOW	\$45	NCAA Football 98	NOW	\$45	WILD	NOW	542
FPS Baseball 98 MOV	528	Jack Jackiags Gott 97	HOW	\$48	NFL QB Gusb 98	NOW	\$42	World Street BBall 9	NOW	\$42
FPS Football 88 - ROW	\$20	Kick Off 87	HÖW	\$44	NH ₄ B galagoray 88	NOW	542	Worldwide Soccer 38	NOW	\$39
FPS Gulf Adu-On 11797	\$29	Lugurds a FB 98	NOW	\$30	MHs, Hockey D8	HOW	\$45	Wild Cup Gr. Doi Bot	FDW	517
		COMPUT	CO	CAR	AEG. HADDU	MADI	2			

Alto ACSSS Space Sys NOW \$152	CH Pro Throttle NOW \$	102	unbin LCS 2612 SpkrsNOW 5112	TM FLC +16 System 40W Sto8
Assassin 30 Confile NOW \$59	CK Racing Whitel NOW	\$54	Linch Cyberman 2 NOW \$89	TM Flight Contribute NOW 590
Assassa 30 W Wgmn NOW 309	CR Rong Whi W/ Pdal NOW	\$87	Ltoch WagMa Warrior NOW \$85	TM GP1 NOW \$74
CH F18 Commutation NDW 560	Gravic Fleatant 2 NOW	\$65	MS Sidewinder Pro NOW \$85	TM Game Card NOW 525
CH F1ff Fighteration NOW \$100	6 avis GHP Contille NOW	586	MS Selevinder FF Pro NOW 5159	TAS Milliam 3D hepty from \$.9
CH F16 Flightstick NOW \$35	G livit G IP Pati 2 Pk NOW	\$24	MS Stillwinder Pro PadNOW 539	TM Nancar Bacag WhiteOW \$108
CH Force FX NOW \$109	G ave G p Stnd Alou 10W	188	Sound Blascer 84 Vm. NOW \$149	TM Phazer Pad RDW \$47
CH Game Card 3 Auto NOW \$26	Graws PC Game Pad NOW	\$19	Space Orb 380 NOW 576	TM Pro Play Golf Sys NOW \$490
CH Jane's Combi StekhOW \$71	Gravis PC Gamppu Prof/OV/	\$27	TM Doving Control T2NOW \$108	TM Rage 30 Part NOW 548
CH PC Gamepad NOW \$19	Gry Gra/Grn Pad Adpt NOW	\$19	TM F16 TOS NOW \$108	TM Rudder Contr Sys NOW \$98
CH Pro Pedals NOW \$80	Jayawitch NOW	842	TM F22 Prp NOW \$128	Verbal Commander HOW \$85

	CH PC Gamepad CH Pro Pedals	NOW	\$19 \$80	Gry Gra/Gm Pad Ad; Jayawitch	NOW NOW	\$19 \$42	TM F16 TOS TM F22 Prp	NOW		TM Rudder Contr Sy Verbal Commander	WON E	
				COM	PUT	ER G	AMES: ADUI	LT				
ľ	IHIERACI	TIVE		NTERACT	IIVE .	MOTIO	MOTION			5Tn L5		
I	2009 Oriental Sec	HOW	\$50	Nightwatch let 3	WON	546	10) Sex Positions 2	NOW	\$24	Adult (mage Lib 2)	MOW	\$25
ĺ	Ariai Biackjack	HOW	\$28	Datpost 60	MON	\$40	Asla X	NOW	\$29	Adult Image Libry	NOW	\$13
l	Asian in Wildrams	HOW	\$39	Pandora s Poker	WDW	\$35	Asian Paradise	NOW	\$39	Amateur Models 2	NOW	\$22
l	Asstroids	MOW	\$40	Panutration	MOV	\$16	Bacchus Six Pack	NOW	\$45	Amateur Models	NOW	\$22
l	Buster Cherry	MOW	\$45	Pontkouse Interact	NOW	539	Black Book	NOW	\$34	Asian Pearls 2	NOW	\$28
l	Cabin Fgvor	WOW	\$14	Pleasure Zenre	NOW	\$29	Cot House	NOW	\$19	Asian Pearls 3	NOW	524
	Car Wash Angels	HOW	\$36	Poker Party	NOW	539	Deep Throat Girls 5	NOW	\$25	Asian Pearls	NOW	529
	Casting Couch	HOW	\$39	Poin Marka	NOW	\$29	Deep Thr. Bris 4Pk	NOW	549	Bartkok Beamles	NOW	\$19
ı	Circus	NOW	\$24	Pornins	NOW	324	Geisha's Secreta	NOW	\$12	Bayerly HI Call Gils	HOW	\$19
i	Cinh Catenna	WOS	\$19	Physie Pringe	WOW	\$44	Glamor Girls 3	NUW	819	Busty Babes 3	NOW	538
ı	Crystal Factory	NOW	\$34	Samurai Pervert 2	MOW	564	Hist Of Blue Movin	NOW	915	Busty Babes 4	NOW	\$39
	CyberSidp Paker	WOW	536	Sex TV 2	MON	525	Jade Palecé	NOW	\$19	Calabrity Nodes	NOW	\$26
ĺ	CyberXpanence	NOW	529	Ben With Jena.	NOW	\$49	Kamp Sutra	WOH	\$24	Domin-A-Trix 2	NOW	\$24
ļ	Daily Tricks	WOW	\$38	Sex The Game	MON	\$38	La Blue Cirl 4	MOW	522	Damin-A-Tox	NOW	\$19
ĺ	Diva X Artana	NDW	\$38	Shock. The Game	MOM	\$49	La Blue Gri Som	NOW	525	Elite Amer (Adis 3	NOW	519
	Day at X 224	MOM	\$39	Space Shene	NOW	534	Mystique Onent 2	HOW	\$24	Ente Amer Mels 4	NOW	\$19
	Diva X Rebecça	WOW	\$38	Space Speed 2	NOW	\$34	New Michine 8 PA2	11000	\$44	Elita Centriid Mdr2	NOW	524
	Dream Machine	NOW	\$35	Strip Poker Pro 2	MOW	539	New Motions & Pik	HOW	\$42	Elite Callge Girls 2	NON	\$24
	Dream Machine 2	WON	\$49	Sinp Teaso	NOW	\$10	Platenum Sox Pack	NOW	\$44	Elite Euro Máis 3	NOW	\$19
	Eure Scren em	HOW	546	I me Yzarp	NOW	\$44	Racque' Released	2014	312	Eline Egro Mois 4	NOW	519
	Face Jam	11078	\$27	Unital Stots	ROW	\$28	Racquelle in Wild	25044	524	Eronic Playgrountd	NOW	59
	Fantascenes	NOW	\$36	Littra Visteri	NOW	\$49	Romsolt Six Pack	NOW	\$36	Japanese Pearls	NOW	\$28
	Fantascenes 3	NOW	539	Vanus Playhause	NOW	529	Romsoft Sir Pk 2	NOVY	\$29	Lahn Lust	NOW	\$25
	Fantascenes Anal	NOW	\$39	Viril Las Vegs Nic	NOW	\$29	Sex in Public Places	NGW	\$16	Lingarie Models	NOW	519
	Fun Hausir	NOW	\$39	Virtual Golden Eye	WOW	\$44	Seary Six Pack	NOW	\$39	Mega Por	NOW	\$21
	man and the same of the same o	Administration.		11	Acres			1 - 0 les				

NOW \$39

NOW \$44

NOVV 536

NOW S4B

HOW \$42

HOW 595

NOW 536

NOW

Saymore Six Pack

Swedish Erobia

Tokyo Mashilia

Tokyo Nympha

Twin Angels 2

Virgins Vol 3

X-Rated Bipopers

Venus 5

NOW \$39

NOW S19

NOW \$48

HOW \$19

NOW \$28

HOW 539

LDY 520

NOW 527 Ropes & Chains

Select a Pet

Shacates 2

Shaved Pink

Tabipid Beauties

Village Collection

Triple Penetration

Secri Treas Japan

ROW \$19

MOW \$19

15DW \$34

BIDW \$18

NOW \$19

NOW Stg

NOW \$18

400 329

Open 24 Hours

www.cdmag.com/chips.html

Source Code 10924

			- 001111 0		Ca , 1111	IES: ADVENT		-		-	
Forse .	fin 144		Tana	Biston		Int	HILIPAN	Print	Tene	RILEASE	
Ok Ligues Undr Sea	11/97	\$48	Dark Side of Moon	11/97	\$46	Myst 2	NOW	\$52	Solar Grusade	MOM	\$44
7th Guesi 2 W95	NOW	\$29	Davin of Darkness	NOM	\$44	Neverhood	WOW	\$50	Space Ouest 3000	MOM	\$45
Adino Guest 1995	01/98	\$43	Death Trap Dongeon	NOW	548	Obsidlan	WOW	\$35	Spycialt W95	MOW	517
Adrenix Crisis	01/98	\$45	Delirium	WOW	\$25	Overseer	12/97	854	Slar Trek Voyagor	11/97	\$48
Adventores Lego (sie	4014	\$39	Demon (sie	NOW	548	Pandemonium	MOW	\$39	Star Tik Str Fli Acad	HOW	555
Abon Earth	03/98	\$45	Discworld 2	NOW	\$44	Pandors Directive	NOW	546	Starship Trianic	NOW	\$46
kone to Dark Tirlogy	HOW	\$25	Ecstatica 2	NOW	\$47	Patriot Games	NOW	546	Str Trk Bert Vien Fry	12/97	5-18
Armed and Delixious	NOW	\$46	Excaption 2555	NOA	548	Phantasmaggera 2	NOW	\$64	Super Standest	NON	531
Azinad	NOW	\$45	Fighting Fantasy	NOW	\$40	Planethall	01/88	\$44	Surreal W95	HOW	\$42
Accombis	NOW	\$40	Babrol Knight 2	HOW	\$29	Police Duest 5 SWAT	WOAA	\$28	Tortsupri	MOSS	548
Budlands	02/98	\$48	Gundam	HOW	\$44	Power Dolls	NOW	\$30	Arteral	NOW	545
Beavis Builthd Vill St	NOW	529	Hunter Hunted	NOW	\$45	Quest for Glory 5	NOW	\$46	Tone Rebellion	NOW	\$92
Black Dahliq	NOW	546	Journayman Projet 3	01/98	\$48	Redguard	MOW	\$54	Twinser's Odyssely	MOW	\$-17
Nada Runtint	11/97	546	Kings Quest 7	NOW	\$1R	Respect Inc	03/98	\$45	LIMI,	NOW	S 42
Blue Heat	NOW	\$43	Kings Quest & Mask	12/97	\$4B	Seturn to Kransfer	01/98	\$45	Vensalite	MOW	344
дуганине	NOW	345	Kings Quest Anth 2	NOW	\$38	SYVAT 2	NOW	\$48	Wateralf Lord of Chi	\$ 11/97	\$40
Galtahns Gistim Blood	NOW	634	LOST Express	NOW	\$39	Speagt of Black Onyx	NOW	\$46	Wheel of Time	NOV	\$46
Surse of Monkey Ist	NOW	\$39	Luisura Sult Carry 7	NOW	\$46	Shadow of the Come	NOW:	\$12	Zombroville	MOM	5-10
Dark Camerot	03/98	\$48	Lost Mind Dr Brain 2	NOW	\$42	Shadows of Empire	NOW	\$47	Zork Grad inquisitor	HOW	548
Dank Earth	11/97	\$46	Lost Vit. igs 2	300	528	Sign of the Sun	51/07	534	Zo kilger rusis	HOW	529
			COM	HITI	R- F	OLE PLAYIN	G				

			COMP	VIL	H: F	IULE PLAYINI	j				
Anvit of Davim	NOW	\$19	Dragon Lore 2	NOW	539	Magaslayer	NOW	\$30	Swords at Heroes	10/98	546
Arena Datum	MON	\$47	Elder Scrolls 2	NOW	\$39	Might & Magic B	10/97	\$40	Terracide	NOW	540
Baldure 5 Gate	11/97	548	Eldr Schin Mriewind	02/98	\$84	Of Light & Darkness	NOW	548	The Fornaken	82/10	\$40
Battlespire	NOW	\$49	Elelo	11/97	\$45	Realms of Haunting	NOW	544	ditima 7 Series	NOW	\$ 5
Berraya) to Antisca	WOS	\$47	EverGuest	NOW	544	Redemption	02/98	\$43	Altima & Pagen	NOW	5 5
Droken Sward	11/97	\$48	FR Descent undombt	WOW	546	Alms Ark Shailer Riva	WON	\$36	Jillona 9 Ascension	03/98	552
Buccangur	NOW	545	Fathort	NRW	546	Sacred Pools	WOW	\$48	Altima Online	NOW	\$54
Dat R Project	11/97	\$40	Knights Xenti PG13	NOW	534	Shadows of Death	03/98	\$43	Jillima Undivid 1 & 3	2 NOW	S h
Diable	MOW	\$37	Lands Lore Grow Os	WOS	548	Star Trk Final Linity	NOW	\$32	Wirantry 8	NOW	54B
Olp By the Sword	MOM	848	Leggy Kalis Bld Omn	NOW	540	Stonekeep	MOM	\$20	Wizardry Gold	NOW	\$15

PEN/PAPER ROLE PLAYING GAMES

ADAD			GURPS			Albedo	ROW	\$18	Mage Chrotic et a	NOW	519
ADAD Core Rules	NOW	\$36	Aliens	MOM	\$14	Ais Magica 4th Ed	NOW	526	Mechwarrior	NOW	\$13
ADAD Sup Rules	NOW	\$80	Autoduel	NOW	\$15	Bloodshadows	NOW	\$25	Mutation	HOSS	\$30
Combat & Taction	HÓW	\$17	Gettic Myth	WOR	\$15	Bubblegum Crisis	NOW	\$20	Nephlism	WOW	318
DM Guida	NOW	\$16	Cytarworld	NOW	\$14	Call of Othulhu	NEW	SIB	Menser	HOW	\$18
Monstrous Manual	NDW	\$20	Omesaura	NOW	\$18	Cihuthu Live	NOW	318	Nightspaven	HOW	\$10
Players Handbook	NOW	\$20	Esplorage	NOW	\$14	Changeling	NDW	\$21	Of Gods And Men	NOW	522
Skills & Powers	NOVY	\$17	Fantasy	NOW	\$15	Changeling Scra	NOW	\$15	Paraness Fifth Ed	NOW	520
Spulls & Magro	NOW	319	GURPS Comp (I	NOW	\$18	Conspiracy X	NOW	\$20	Pendragen 4dt Ed	NOW	\$18
Book of Artifacts	NOW	\$17	GURPS Rulebook	HOW	\$20	Cyberpunk 3020	WON	317	Piltu	NOW	\$21
Charett Gen Dien	NOW	85	Qoblina	NOW	318	Dragninge 5th Apr	NOW	\$21	Retrotech	HOW	\$11
DM Screen	NOW	88	Grimolra	MOM	\$15	Earthdawn	NDW	\$16	RuneDuest 4th Ed	WOW	\$10
Player Packs ed.	MOW	\$18	Magic	NOW	314	Earthdawn Comp	NOW	818	Sunyar	NOY	531
World Bla. Guide	NOW	317	Mecha	HOW	\$15	Fading Suns	NOW	322	Shadowrun	4017	520
Cragon Mountain	NOW	525	Paronics	NOW	\$14	HainWorld 2nd Ed	NOM	\$15	Skyrealing Jorgine	NOW	51
Labyenth Madness	NOW	59	Reign of Stell	NOW	515	HatoPlayer	NDW	\$15	StarWars Revised	NUW	\$25
Night of the Shark	NOW	58	Religion	NOW	\$17	Henry Gent	NOW	\$25	Traveller	MOM	54
Red of 7Parts	NOW	527	Reports	HOW	\$14	Hyy Gear GM Kit	NOW	\$25	Vampire 2nd Ed	MOW	524
Powers & Partition	NOW	\$21	Space	HOW	514	In Nomine	NOW	\$25	Warhamer Fantay	HOW	519
Prayre from Faithti	NOW	\$17	Vampire	NOW	\$17	In Nomine GM Ph	NOW	\$13	Werewell	NOW	524
Four from Cormyr	WOW	\$17	Valueles	11004	516	Macross 2	NOW	\$11	Witchcraft	NOW	\$20
Tale of Cornet	NOW	\$25	Warehouse 23	MOM	\$15	Mage 2nd Ed.	NDW	\$21	Windle	100W	520

	COLLECTIBLE CARD GAMES										
Blech BP Merc	NOW	\$3	MTG 5th Ed DP	NOW	\$3	MTG Fallen Emp	NOW	\$2	Sta-Trevitty rideck	NOW	53
Ballletisch Booslet	NOVY	.93	MTG 5th Ed 5D	NOW	\$7	Mid Earth Drago	NOW	63	Startiektro d	HOW	83
Battletech Starter	MOV	\$8	MTG Chrometos BP	NOW	52	Mid Earth Drk Min	NOW	53	Star Treir Starter	404	58
Dies: Butl Run 1881	NOW	\$8	MTG Mirage BP	NOW	\$3	Mid Enris Wiz BP	NOVY	84	Starflex4G SD	NOW	57
Dr Who Booster	NDW	\$3	MTG Mirage 50	NOW	SB	Mide Earth Wiz SO	WOW	59	Stall Wars DP	40%	53
Dr Who Starter	NOW	88	MTG Tempest BP	NOW	\$3	Monty Python SD	WOW	59	Stall Wars SD	40%	\$7
Great Dalmuti	NOW	55	MTG Tempost 50	NOW	58	Monty Python 8P	MOW	54	Wyvern BP Lid Ed	40%	50
Refesy 50	NOW	56	MTG Visions	NOW	\$3.	Star Trek Boosles	WOW	\$3	Wyvern 5D Ltd Ed	NOW	5.3
lituminati BP	MOM	53	WTG Weatherlight	NOW	\$3	Starthelitti All L	HOW	\$3	X-Fites 8P	NOW	5.3
Illiameral) SD	NOW	SB	MTG Homelands	NOW	\$2	Star Trek NG BP	MONY	\$3	X F 19 Sti	1,014	\$9

Numinati BP	MDM	53	Wife Weatherlight	NOW	\$3	Startreint All L	MOM	\$3	X-Fites RP	4014	5.3
Illuminati SD	NOW	SB	MTG Homelands	NOW	\$2	Star Trek HG BP	MONY	\$3	X F > SO	11017	\$9
- ;	ONY	PLI	AYSTATION				SE	GA S	SATURN		
ASC+ Sphere 360	11/97	359	Legacy of Kain	MOW	350	Albert Odyssey	NOW	\$52	PGA Tour 197	MOW	34B
Aqua Prophecy	02/98	\$49	Lost Vikings 2	NOW	\$44	Battle Monsters	NOW	\$34	Rabors Mogamix	MOYY	\$54
Breath of Fire 3	12/87	\$54	Lost World	NOW	544	Crec	NOW	\$48	Rankpge Weld Tool	11/97	\$46
Brokum Helip	HOW	346	Mace	HOW	546	D & D Callection	NOW	\$49	RayMan 2	MDW	\$54
Bugnder's	NOW	\$49	Madden FD 98	\$10W	554	Dark Ritt	NOW	\$52	Sega Agos	MOM	S40
Bushido Blade	40%	550	Mage Slayer	NOW	549	Die Härd Arcade	409	\$44	Sentinet Helpins	00/98	549
Claytighter 3	NOW	\$50	Meater of Monstra	02/98	\$49	Duke Nokem 3D	NOW	\$46	Shadean	MOM	\$50
Clock Tower	MON	\$44	Metal Gear Solid	NOW	556	FIFA Soccer 98	11/98	549	Shirong Holy Ark	41014	\$46
Death Keep	NOW	\$52	Monster Ranchet	11019	\$49	Fighters Megamiy	NOW	\$57	Shining Washom	HOS	\$57
Death Trap Dogo	NOW	550	NAMCO Musm 4	NOW	\$44	Herc's Adventures	NOW	\$42	Space Jam	HOW	\$42
Elric	17/97	\$48	NFL GameDay 98	NOW	\$49	Legend of Dasis	NOW	\$48	Striker 96	MOW	\$42
FIFA Specier 98	11/97	\$49	NHL Hockey '88	11/97	\$49	Lost World	NOW	\$48	Teams Super Boyl	NOW	\$54
Final Fantasy VII	NOW	572	Ogre Battle	NOW	\$49	Lunar Director Cut	12/97	346	Ten Pin Alley	MON	\$52
Freak in Fast	NOW	\$46	Resident Evil 2	Ø1/98	\$52	Mechwarner 2	NOW	\$46	Tomb Rader 2	11/97	\$54
Fioggi	11/97	\$50	Shadean	ROW	\$50	NBA Action, 98	14097	\$49	Ultimiste polibali	4017	S4U
Heavy Gear	02/96	\$49	Soul Blade	11019	545	NBA Live 90	11/97	\$49	VMX Racing	NOW	SIL
Herc's Adventures	NOW	\$42	Sulkoden 2	11/97	\$49	NHL Breaksway '98	NOW	\$49	VP Dassball 97	WOW	\$49
Jet Moto 2	17/97	546	The Glove	11/97	\$68	NHL Hockey '98	NOW	\$48	WWF Wrstling 3D	11/97	552
Jouet Epid	NOW	549	Vandat Hearts	NOW	546	Naspar 98	NOW	\$49	Wateralt 2	NOW	\$44
				diame.	***			down do			40.444

'THE CURSE OF MONKEY ISLAND' includes at of the elements that made the series great but with a more highly stylized, hi-resolution took, Through an intuitive interface players pick up and use objects and talk to various characters throughout the game Lucasarts (Adventure)

Release Date NOW PC CD \$48

'MYST 2' alle provide an exploration experience through a new Forld billed with 7 000 images over an hour of antination and original music requiring acute skills of observation Broderbund (Adventure)

Release Date: NOW PC CD \$52

MIGHT & MAGIC VIII The Mandate of Heaven, the newst M & M adition contains an Integral time clock with multiple piots and story lines. Unique skill based character development and over 1000 miles of virtual

300/New World (Role Playing) Release Date: 11/97 PC CD \$49

"FALLOUT" Set in the aftermeth of a world-wide nuclear vair discipun challenge to survive las a person who has grown up in a sectioned, underground survival vault Cerumstances force you ontside to a strange would 80 years after the end of modern civilization. A world of mutants, radiation, garigs and violence

Interplay (Roleplaying) Release Date: NOW PC CD \$48

'ADVANCED DUNGEONS & DRAGONS DUNGEON MASTER GUIDE' The essential manual for all information you need to create and run thrilling sword and sorcery adventures. Learn all there is to know about megic spells. Hundreds of devices

and freasures, bathe travel, and more TSR (Pen/Paper RPG)
Release Date, NOW RPG S18

'DEFIANCE' You are a test pilot for an awasome new weapon when suddenly it is no longer a test First person combat simulator, tour levels of lirepower, missiles and auxiliary weapons. Twin beam lasortok liring system.

Avaion Hill (Action) Release Date: NOW PC CD \$40

"UNREAL" In one scamiless howing world, race across wall mildeur and andoor sevironmeets, enter enchanting cities, and mysterious temples. Use Joveans easy to use bjent-oriented, eval-editor to design your own levels

GT Interactive (Action)
Release Date: NOW PC CD \$48

'WAR WIND II HUMAN ONSLAUGHT' A g caler var ntviortive neutari inecti arrived and assaudt innta-vate spread at littles, 4 camparg nophrins, 46 see nation Multiple leaders with varying strongles

Mindscape (Strategy)
Release Date: 11/97 PC CD \$34

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more

cards sold in booster packs Wizards of the Ceast (Card game) Release Date: NOW CG \$7

"ALBERT ODYSSEY", egend of Excean, Masquerade at the impostor. In this fantasy role playing game, there are up to five characters in your party, you never know what's going to happen. The only way to find out is to

Working Designs (RPG) Release Dale NOW SAT \$52

*FINAL FANTASY 7" Act out your mercenary dreams white say ing the planet. Spectacular animated plot sequences, impressive sloryling, three dimensional characters, unprecedented level of detair great effects Sony (Roleplaying) Rejease Date: NOW PSX 559





CF





\G

Call to Order Mon - Fri 9:00 am -10:00 pm EST CUSTOMER SERVICE, CALL 508-443-6125 Mon - Fri 9am - 5pm EST

WEB TV



APOLLO INTERPLAY HOLLYWOOL

SOFTWARE SYMANTEC

MINDSCAPE DIAMOND

SUNCOM

ARTS

ELECTRONIC

ACITAISION

PRODUCTS

THRUSTMASTER SIERRA

ROBOTICS

WEB TV
Pluips Magnavox
Suffilia In arnot
through your TVI
Easy to set up
Comes with a
ramate control for
surling from your
couch) Inforce
wrealess keyboard
a so available

Part #47756



Sierra Raw playing and strategy: aliens and magic, swords & pullical ratingue You wan't be able to put this game down! Features natwork and modern play.

W n95CD #48174



FULL ARMOR

Full Agner

Protect your marbine from meandering lingeral Password lack hand drives. icons directories, and documents! A comeal knight grants every wish Win 3.1 disk #47385

NITRO 3D 4MB

video cord brings any game to life with millions of

colors and super last refresh rates. Carres with last FREE Activision full version games!

PC only #48165

CONQUEST
EARTH - Eidos
Step carefully! Play
as an olien or
human and light to
lake aver Earth
Use your miled
resources wisely!
Features incredible
areachers and

CONQUEST

Brobhies and

IBM CD #47089

SYB This incredible

The best WWI flight sin bridge back is bestance for more fly-by-the soal of your-pants teel
Plan your awn
missions and carry
them out in a network game Win 195 CD #43299

NIGHTMANES 2

Eidos

Eidos
Intolligent enemies
ond superior cockpit
graphics make this
game a sure winner
take to the skips and
taak down an
beaut ful texture

mapped terrain. - .

PC only #41508.

G-FORCE PLUS

Suncorn This full-sized yake gives the ultimate realistic feel to flight

recinalist feet to highli sim and racing games! Clamp ! to your desk and take it out for a vigorous lest drive! Perfect

PC only #39225

for any gamer

Red Baron II





45101 GRE 45485 GRE/GMAT/LSAT Roaditip Bundle 46763 German Now 41478 inuto the GRE CO 45027 inuto the SAT & ACT 197 CD

45101 GRE

F-22 RAPTOR Interactive Magic

Fly over thousands at miles of beautifu terrain! Onco you enter the realistic cockpit, you won't want to land! Now system means no repeated missions!

F-15 TALON

Suncom Features 12, fully prugrammatile bultons to create a tor hours of llight tor hours of llight onique gaming onique gaming

PC only #39876



Electronic Arts

Electronic Arts
Wo I your lou in hard so they can play in the 1998
Orange Bowl
Features ground togms from the past and present Chant along with the crowds! BM CD #48072

NCAA FOOTBALL

STRIP POKER

STRIP POKER
VOL 2 Artwork
2d beautiful (adias)
wald like in piliy
poke and bear the
parts of lyeu!
Rundor—play ineans
you got a different
requence of images
with accin game
Feotures in insign prophicsl IBM CD #47116



IBM EDUCATION/HOME

CD ENTERTAINMENT

39477 Betruyed in Ankiera
47096 Blood
30614 Breindead 13
40214 Callahdrin Crontiline Salapin
40979 CheshArdist
45075 Compeche III 3.0
3496 Cemmand & Conquer IBM CD.
47883 Cemmand & Conquer Red Alert
47290 Command & Conquer Red Alert
47290 Command

45825 Cresteros 36307 Dark Forces 41009 Dark Seed II

Sadak Hammer of the Gods 41085 Merces of Might&Magic CD 47679 Hitness of Might&Magic 2 Expans 47938 Hothywood Magid 45371 Hoyle Counc Collection 45370 Hoyle Poker

-CD ENTERTAINMENT

ARA - R M ARA - N	2.0
40663 mdyCar Rocing II,	
45019 miocom Mosterp-ecas	Q.
37204 Jerfighier III IBM CD	
21045 reifighter III Mission Disk	26
40703 Jigstow Power	29
42486 King's Quart Componion IVI	19
41134 lands of Lore 2 Guardians	47
43167 Legend of Kyrandia Series	25
44956 Lettura Suit Forty Vir IBM CD	50
47953 Level Martin IV Diable	20
47371 Links 15 Valdorummia CDX	21
47373 Links .S Valhallo Course .	2)
	20
45376 Lords of the Region II	50
45679 M.A.X	51
45270 MDK	46
47128 Marbie Drep CD ,	26
40234 Moster of Origin II: Antores	26
AAAR9 MechWatnor 2 Metchnanes	47
42741 Megaltore II CD	21
41264 Might & Mag., Triogy	29
40670 Manapoly	42
47570 Muzzle Velocity	71
33204 Mys)	38
44237 Olympic Games/Socces IBM CD	1.5
423.42 Pawer Dalls	29
40879 Prince of Persia Collection,	20
20862 Provident Classic	15
39290 Possia Power	2P
38445 Quale IBM CD	
46929 Quoke-Missian Pack No 1	27
46930 Quake, Mission Pack No 2	27
43796 Quest for Glory Collection	25
47A87 Radnock Rompage	48
41813 Redshift 2	32
40428 Ripper Cyberpunk Mystery	48
38665 SSN-21 Sep Wolf Classic.	15
35591 Sabre Team IBM CD	32

43.125 Shooter Worter 40.456 Shadows Over Riva 41.247 Shannara 47.327 Shivers It Harvast of Souls 44.4563 Silent Hunter Patrol #1 CD 44.364 Silent Hunter Patrol #2 CD

47722 Steel Ponther II Comparign Drak. 4307 - Steel Ponther II IBM CD

437 6 Simont Class a

40876 Steel Pontiers

47796 Store

·CD ENTERTAINMENT

	Strip Poker Pro #1	10
		71
	lena Nova: Centovit	21
		38
	Third Reich CD	41
	This Moons War	14
478001	Time Wartiers	27
47533 1	Istanta Adventure Out of Irms	
44240	Tomb Raider IBM CD	4)
194731	form's Passage	25
36697	lower	di
436331	Frost: Engrised Detaile.	41
39664	Triagalo	20
44964	Trophy Bass 2 IBM CD	βC
47750	Trophy Boss 2: Northern Lokes	20
47740	Winteria Odyssey	44
40347 (Ultimo VII:Compléte Clossic	- 5
434331	Lifema VIII Classe	15
47309	Virtual Chase	28
41988	Vizlual Paol CD	4.
		2
4 304:	Wateroft 2 Tide of Darkeess	48
43636	Warcraft Buillechest	JØ
54284 S	Werawolf Vs. Compache 2 ,	33
45063 !	Wing Commander Kilrothi Saga	21
424421		35
429371	Wizardiy Gold MAC CD	40
402211		26
42305	X-COM, Apocalypsa . ,	46
41466	X-Car Experimental Racing	49
47059	688 Artock Sub Guide	12
45730	Bakayal in Antara Guida	13
A5727 I	Clase Combai Guide .	13

45739 Dark Forces III Jody Golde 34351 Sker Frok TNG Tech Manual

15 15

13

PC HARDWARE	
063 Sportstor 33 6 EXTERNAL	
004 Spornter 33.6 INTERNAL	
130 Sportster Voice 33 6-EXTERNAL	
652 Sportler Voice 33.64NTERNAL	
288 1 70GB FIDE Foto 3 12MS 4480RPM	
348 4X5 Aripad II w/ tol Cobie	
338 AHA 15708 5mg/ar50 5l2	1
314 Allan-Wonder AMB	
971 BigPicture Video Kit 33.6Voice	,
715 CH F-16 Combet Shell	
IBD2 CH F-16 Fighter Stick IBM	4
439 CH Hight Sie)	
417 CH Flight Stee Pill	
017 CH GameCord III	
213 CH Gamepad	
329 CH Jone's Combat Shok	1
1280 CH Mach III Joystici	-
201 CH Pedals	
876 CH Pro Padais,	 . :

HOME SOFTWARE 43638 3-D Londscope

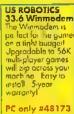
43924 Alpho s Home Designer 3D	51
47642 American Greet CreataCord Gold	48
48082 American Great Createcard Ples	31
47193 Bost Home Plans by Sunsot New	21
#1820 Emergency Room	41
45090 Family Album Creator	41
43428 Family Tree Maker Deluxe II	75
32619 Health Bundle	23
46738 MasterCook Deluxe CD	36
39879 Miera CookBook	25
41453 Micra Kitchon Taste of Home	27
44495 Money	29
37346 Multimedia Workput	27
46163 Osicken Deluxe	66
45908 Yiwol Home 3D	53
44003 William Sanama Good Canking	3.0

CD ENTERTAINMENT

42072 20 Wordamo Classics 45255 AH-64D Longbow: F Point Koren



FUGHT SIMULATOR '98 Microsoft Min a global With a global arrors and pilot-airports and pilot-rostad flight models. Eight Simulator 98 s as rea as it ges \$10 upgrade rebate for Flight Simulator and pilots. Nin 95CD #48174



FORMULA 16

wigardry. Win 195 CD #44584





Activision Нер ілго уол m iscio car again weapons new characters! It's time for you to take an new missions and groove to all new funk tracks! Win '95 CD

CH Racing

INTERSTATE '77



METAL & LACE

KNIGHTS OF

Magatech

Barkeley

you're wrong.





CABIN FEVER SNOWBOUND

Inends are snowed in at a rustic cabin. Things heat up when the en fuscious European womer suggest strip paker Explicit sequeralso IBM CD #48169



System CH Products Cramp this while to the table and put the eda to the metail racing sim too am awa i you! Sturdy base insures you won't take a spills

PC only #48653





APOCALYPSE Microprose

The unviol mentally to ned Earth is doomed and yau are is only hope! As cammander al the elite X-Cam tarces expose and dus by the ns dious with the ns dious with the ns dious war plott.

Win CD #42305



FPS:FOOTBALL

armohair quarter back with an all new user! endry interface and now 30-modeled

stadiums Features actual appriudable player stats! Win 195 CD

98 - Siorra

Восрана ца

#48171





3-D ULTRA MINI GOLF - Sierra This biaws Sunday This blows Sunday pulling away ciramos, strange creaters, & crazy sound effects take this postime to a new level of but Yac II never go back to pull pullingani.

IBM CD #47476



38950 38462 46740

47218 42212

46443

47316

42146

47793

44024

45506

4429B

47235 47234

47630 #58AD

46228 29441

45410 47357

46329

42063

44130

47766

39863

38+56 31258

39846 45074 ULTIMA ONLINE Bectronic Arts to bottest RPG

ons orling as you ragaga in bottles and search for Lord Brilish Custom zo your rook so other players can ecognize youl Clonly #45681





Thrustmoster Brand new, priced This larger ergonomical y-designed gamapad is made for hours of latigue-trea game piayl feutures o rapid fire switch

PC only #48024



PC HARDWARE

WINDOWS 195 GAMES

CH Pro Thronie	47002 688: Humer/Killer
CH Trockball Fro Serial	46017 A-10 Cuba CO
CM Virtual Pilat Pra	ADDR'S Arross ws. Buth CD
Caloreda T3000 INT 3 2GB	43083 Agree vs. Ruth CO 45254 Advanced Tact Fighters Gold
Courier SAK EXT V Everythish 100	75157 Ab Wagner 8 CD
Parallal 6AV (bit UEurashina) 345	35157 Air Warner B CD. 41536 Al Jaser Jr Arcade Racing CO
Olicovery AWE64 Inho2400 16x	47556 Bodie of Steel
2 Dynamile 129/Video 4M8 PCI	47,330 BOND DI 21001, 1, 1 4 5 1 4 7 1 4 1 4 1 4 1 4 1 4 1 4 1 4 1 4 1
	47529 Brain Food Games.
EIDE-AT32 VP Ke ISA w/ coble	47098 Brilish Open Golf CD.
EIDENLYP KII ISA w/ coble, 58	47660 Caphalism Mvs
EasyPhoto Reader 2000Pl 24Bit	42735 Choos Overlords CD
EasyPhata Smartpage 300DP	41849 Chassmaster 5000 CD
F 15 E Tolon feetical Stick 37	43903 Close Combot CO
Gamelammer PCMCIA Int	43561 Command & Conquer CD
Gildepoint Touch Pad 2	43581 Command & Conquer CD 44560 Conquest of Mis Skes CD 4550 Conquest of Mis Skes CD 45350 Cond Moh Estraine 47923 Creatwork 44561 Creat City of Angels CD 46518 Dank Religin Follows of Warr CD NYR.
Cerevia Finished 2 Jayanek 65 3 Granvia Gumeparid Pta 30 5 Granvia Chip Gamie System 74 6 Granvia Chip Finisheng Machine 92 5 Gravia Grip Pad Accessory Kij 25	46350 Corel Moin Extreme
B Graves Gamepoti Pro ,	47923 Creatures
Grows Grip Gome System 74	44361 Crew City of Angels CD
Gravis Grip Fighting Machine	46018 Dark Relien; Felore of War CD: NYR.
Graws Grin Pod Accessory Kil 25	40403 Oaylong USA
Gravis Grip w/ Itiola Play 97 90	44581 Destruction Derby 2 W95 CD
5 Gravis Orip w/ Intole Play 97	dd 132 Die Hard Tillings CD
3 Adflurnium II BMB	41022 Doom II: Moli on Earth CD 35231 Dragon's Lair il CD 41027 Earthworm lim CD
Monster 3D 3400XL PCI 4MB	35731 Demons Light # CD
Monter JD SoundCard	41027 Englances See CD
4 MauseMan 96 3 Bin	AASB3 Eculation 2.
Mystique PCI 4MB 3D Video Cord 150	47614 Engeling and Sept. Comple Edit
Thirty of Karbanal las Mindana 200	47516 Enterminment Pack Puzzle Edit 44125 F/A-18 Hornet 46885 Foble CD
P Noticel Keyboard for Windows	44 0 0 0 C 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	J4272 Folcon NYR
Deedrine SOMH7 MMX Part 349 Deedrine 65MH7 MMX Part 349 PCNCIA Audio Cotd 16bit w/Mudi 120 PopaBoran Color Pro Scannor 298 Pentium 133MH1 w/Fon Modistrik 175 Pentium Pto 200MH1 w/Fon 375 SERVING Committee 169 SERVING COMITTEE 169 SERVING COMITTEE 169	
Theory of the Control	20969 Fullout
J PLMCIA Aldio Lold Tobil W/Mdi 120	A2386 Family Card Gamos CD
a regescratiscolor rea scraner	46076 Flight Sim: Expension Pock CD
Femilian 173WH MALON LIGHTON 1/3	48174 Fight Similator W98 C.D NYR
h Fehlum Pro ZiXIMPI w/rah 373	445 Golf Charges Mauria Keo CD
Billighteous 3-D	456 U Grand Slam '97 CD
I Sha Pt. GomilPod , 24	45889 Group Bottles of Alexander
1 ScanMan Color 2000	45895 Hordboll & NYR
a distanciable are a very following to the state of	45.497 Herpoon '97 CD,
7 Sidewinder 3D PRO w/Hellbender 40	47882 Heavy Gear NYR 41110 Hazen CD
7 Sound Blaster AWE64 Gold	41116 Hozen CD
7 Spece Otb 360 82	47883 Haven Harrandon Processor Contract Contrac
3 Sportuler 33 6 EXT	44356 (D4) independence Day CD (1)
4 Sportster 33,6 INT	4755) Imperiolism
5 Sponster Voice 33 6-EXT 188	46446 Jack Nicklaus 4
2 Sportsfer Voice 33 & INTERNAL 158	41123 Lemmings Pointboll CD
6 Spartster 56K Internal Fay/Modern 195	47695 Links LS 1098 Edillon
6 Sportster 56K Internal Voice F/M	37926 Magic:The Gothering W95 CD
Stephin3D 2400X, PC JAAB 99	41354 MechVyarnor 2
5 Steatin3D 2400X, PC JAAB 99 5 Thrustmaster ACM Game Card 32	47741 MechWarrier 2 Mercengnes 3DFX
4 Threstmaster F 16 FLC5	41149 Microloppue Baseball CD.
9 Thompsopper F-22 Fro 125	44496 Monster Truck Madness CD
A Theodoreus Committee 77 BC 11D	44949 NASCAR II W95 CD
3 Thruszmaster Rudder Padals IBAN 110	Commence and the Commen
o Thrusmaster TOS for FLCS 119	44500 NBA Iom Excess CO. 45082 NF. Legends of Footboll 98
Trusmestoser Gudder Pedels IBAN 110 Trusmester Rudder Pedels IBAN 110 Trusmester TOS for FLCS 119 Trusmester TOS for FLCS 199 Trusmester WCS Adarki IBM 97 Trusmester XFighler 44 Weveforce DBSOXG Daugitlaribid 126	46761 Need for Speed II
A Thompson X-Flohior 44	44502 Neverbook CD
4 Woveforce DRSOXG Devoktorbud 12A	44502 Neverhood CD
THE THE PERSON WAS AND A PERSON OF THE PERSO	munch regimes at the eight state () and a fifth in

WINDOWS 195 GAMES

41464 PBA Bowling CO
22228 PGA Tour Pro
47455 POD
45238 Ponzer General CD
47886 Quake 2 NYR
43363 Rise & Rule: A. Emplies CD 30
41232 Road Rosh CD
41232 Road Rajh CD
45160 Screamer 2 W95 . , 25
40775 SeeCity 2000 Collection CD 41
40775 StinCity 2000 Collection CD 41 43607 StinCity 2000 Special Edds CD 41
45724 SunCopher CD
41987 Solitaire Deluxe CD
45977 Sonic CD
40123 SpoceWord Haj IV CD
41255 Star Control III CD
40720 Stg: Trek, Generations CD
47694 Super EF2000
46986 Thoma Hospital
47246 Pime Communito CD
47650 Tony Lokusia Baseball 4
40639 In-Tryal CD
25364 Imple Play '98
45059 U.S. Novy Fighters '97 CD . 47
45681 Dixma Online NYR
45847 Unreal NYR

WINDOWS '95 GAMES

	REFE		-	_		
	Zork Grand Inquisi Algha's Home Desi					42
44590	WipeQui XI , .			. 111	4.4	44
47464	Wing Commander	III Gold				16
47557	Wor Gods					30

43638 3-D Landscape 47642 American Greet CreateCard Gold 47647 American Great CheeleCard Gold
48082 American Great Cheelecard Riss
47193 Best Norme Risms by Sunset New
41920 Emergency Room
45090 Family Album Creator
43428 Family Ties Motien Delone N
32619 Health Bundle
46733 MosterCook Delone CD
38979 Misro CookBook
41453 Misro Kitchon:Totte of Mone 44495 Money 37346 Multimodis Workout #6163 Quicken Dalux#

800-228-7449 CUSTOMER SERVICE CALL 508-443-6125 Mon - Fri 9am-5pm EST

Call For All Your Computing Needs

Order Mon-Fri 9 00am - 10 00pm EST and Sa Sun 9 00am 6 00pm EST

To hax your order dial 508-443 So45 or mail your order with a check to



COMPLTER Express 3: Union Avenue, Sudbury, MA 01776

Complete on-line catalog with over 5000 software and hardware titles.

.No surcharge is added to credit card orders .PO's, wire transfers, personal and cashiers checks This surcharge is added to recent cord brown 1-00, when this mainst, personned and customer accusted spores after a subject to 15% restocking fea. All films offered for sole are subject to avoidability. We are not responsible for typographical errors. Shipping and handing charges apply. Worldwide shipping). All prices are subject to the subject to the prices are subject to the s 51



Media On™

Game Extreme

MGPX166 Featuring:

- Intel 166MHz Pentium® Processor with MMX™ Technology
- Intel TC 430HX Motherboard with 512K cache
- 16 MB EDO RAM / 1.44MB Floppy
- 3 GB EIDE Hard Drive
- S3ViRGE 3D w/4MB EDO RAM (METABYTE GIA 3D)
- Yamaha Sound on board
- 16X CDROM
- 104 Win95 Keyboard & Mouse
- Diamond Supra 33.6 voice Modem
- Mini-ATX CASE with 235 Watt Power Supply
- Microsoft windows 95 & McAfee VirusScan
- Monitor Sold Separately

MGPX200 Featuring:

- Intel 200MHz Pentium® Processor with MMX[™] Technology
- Intel TC 430HX Motherboard with 512K cache
- 32 MB EDO RAM / 1,44MB Floppy
- 3 GB EIDE Hard Drive
- S3 ViRGE 3D with 4MB EDO RAM
 - Yamaha Sound on board
- 16X CDROM
- Diamond Supra 33.6 voice Modern
- 104 Win95 Keyboard & Mouse
- Mini-ATX CASE with 235 Watt Power Supply
- Microsoft windows 95 & McAfee VS Scan
- Monitor Sold Separately Intel Pentium® 233MHz w/MMX™ upgrade add \$125

\$1,199



Note, Intel Inside Logo and Penlium are registered trademarks and MMX is a trademark of Intel Compretion. All other names are properties and MMX is a trademark of Intel Compretion. All other names are properties only while supplies that

\$ 999



Media OnTM Graphic Extreme

MEPX200 Featuring:

- Intel 200MHz Pentium® Processor with MMX™ Technology
- Inte. TC 430HX Motherboard with 512K cache
- 32 MB EDO RAM / 1.44MB Floppy
- 4.5 GB Ultra Wide SCSI w/UW SCSI Controller
- MATROX 3D w/ 4MB RAM
- Yamaha Sound on board
- 16X SCSI CDROM
- 100MB SCSI internal ZIP Drive
- Diamond Supra 33.6 voice Modem
- 104 Win95 Keyboard & Mouse
- Mini-ATX CASE with 235 Watt Power Supply
- Microsoft windows 95 & McAfee VS Scan

Expert II Featuring:

- Intel 233MHz Pentium® II Processor
- Intel PT440FX Motherboard
- 32 MB EDO RAM / 1.44MB Floppy
- 4.5 GB Ultra Wide SCSI w/UW SCSI Controller
- MATROX 3D with 4MB EDO RAM
- Yamaha Sound on board
- 16X SCSI CDROM
- Miamond Supra 33.6 voice Modem
- 104 Win95 Keyboard & Mouse
- Mini-ATX CASE with 235 Watt Power Supply
- Microsoft windows 95 & McAfee Virus Scan Intel Pentium® II 266MHz upgrade add \$175

CIRCLE READER SERVICE #102

intel inside

\$ 2,399

To projer cell: 888-U-GAME-IT (888-842-6848)

\$2,155

elcome to the Cooperstown of Computer Games. Here you'll find, raised upon pedestals, the games that broke

the records, established the benchmarks, and held gamers in delighted trances for hours untotd.

HIGHLIGHT

Starflight

Electronic Arts, 1986

magine an intergalactic role-playing game with 270 star systems, each with up to eight planets.

Now, imagine creating a custom configuration for your interplanetary starship and hiring a custom crew to expiore that universe. Such was the setup for

STARFLIGHT, one of the largest and most open-ended role playing games ever. Each planetary landscape was interesting, since the program used fractals to generate unique maps and you had to decide where to mine for the elusive Endurium that fueled your ship and paid your way.

Your goal in Starfueht was to explore the 270 star systems and find a replacement for the planet Arth, your home planet. You needed to find this replacement in order to evacuate the residents of Arth prior to an imminent disaster. Along the way, you ran into the most allen group of aliens ever seen in a computer game. You met the Velox, intergalactic gossips with a superiority complex; the Spemin, an egocentric race that make Klingon propagandists seem humble; the Elowan, the species with the most complete knowledge of the galactic situation; and a host of others. If they all sound bizarre, just remember that coauthor Greg Johnson also wrote the well of alien conversations in Star Control 2. Not only were the aliens themselves interesting, but you were also challenged to adopt a negotiating posture with them in order to wrangle any useful information out of them. This was one of the most innovalive facets of the system. Starfueht's scope, quality of writing, use of fractal-generat-

ed planets, and understanding of ethical dilemmas made if one of the watershed products in role-playing history.



Maxis Software, 1987

ven when CGW published the first review of this classic, the editors believed SimCiny would have limited appeal. Why would anyone want to play a game about urban

planning? Even SiMCrry designer Will Wright didn't realize

what he'd done when he combined the terrain editor from his classic Raio on Bungguing Bay with his interest in building cities. SimCmy started out as a playground for his imagination and became the most successful "software toy" ever published. Wright was inspired by a short story from Stanislaw Lem's *The Cyberiad* called "The Seventh Sally," conversations with his MIT urban planning graduate neighbor, and many days of creating cityscapes with his old terrain editor. He ended up creating a game in which you built cities for the benefit of simulated citizens (the underlying spreadsheet mechanics of the game). He then noticed that whenever he would demothe game for focus groups, people would get manic with the buildozer and have as much fun destroying the cities as building them. He decided to put in some air crashes and natural disasters to make things a little more interesting.

When Wright tried to sell the game to Broderbund, the company opted not to publish the title because it wasn't enough of a game. So, in an alternpt to save it, he put in some scenarios with specific victory conditions. Ironically, very few gamers ever played the scenarios. Everyone seemed to prefer creating their own problems and either solving them or invoking Armageddon via natural disasters.

Modern Inductees:

Alone in the Dark (I-Motion, 1992)

Betrayal at Krondon (Dynamix, 1993)

DAY OF THE TENTACLE (LucasArts, 1993)

DOOM

(id Software, 1993)

FALCON 3.0

(Spectrum HoloByte, 1991)

FRONT PAGE SPORTS FOOTBALL PRO

(Dynamix, 1993)

GUNSHIP

(MicroProse, 1989)

HARPOON

(Three-Sixty Pacific, 1989)

King's Quest V

(Sierra On-Line, 1990)

LEMMINGS

(Psygnosis, 1991)

LINKS 386 PRO

(Access Software, 1992)

M-1 TANK PLATOON (MicroProse, 1989)

Master of Magic (MicroProse, 1994) MASTER OF ORIGIN (MicroProse, 1993)

PANZER GENERAL

(SSI, 1994)

Red Baron (Dynamix, 1990)

SID MEIER'S CIVILIZATION

(MicroProse, 1991) Sid Meier's Railroad Tycoon

(MicroProse, 1990)
The Secret of Morkey Island

(LucasArts, 1990)

THEIR FINEST HOUR (LucasArts, 1989)

TIE FIGHTER (LucasArts, 1994)

ULTIMA VI

(Origin Systems, 1990)

Ultima Underworld (Origin Systems, 1992)

Wing Commander I, II, & III (Origin Systems, 1990-91)

Wolfenstein 3-D (id Software, 1992)

X-Com (MicroProse, 1994)

Inductees Prior To 1989

BATTLE CHESS (Interplay Productions, 1988)

CHESSMASTER (The Software Toolworks, 1988)
Dungeon Master (FTL Software, 1987)

EARL WEAVER BASEBALL (Electronic Arts, 1986)

EMPIRE (Interstel, 1978)

F-19 STEALTH FIGHTER (MicroProse, 1988)

GETTYSBURG: THE TURNING POINT (SSI, 1986)

KAMPFORUPPE (Strategic Simulations, 1985)

MECH BRIGADE (Strategic Simulations, 1985)

MIGHT & MAGIC (New World Computing, 1986)

M.U.L.E. (Electronic Arts, 1983)
Sid Meier's Pirates! (MicroProse, 1987)

SIMCITY (Maxis, 1987)

STARFLIGHT (Electronic Arts, 1986)

THE BARD'S TALE (Electronic Arts, 1985)

Uchma III (Origin Systems, 1983)

Ultima IV (Origin Systems, 1985)

WAR IN Russia (Strategic Simulations, 1984)
WASTELAND (Interplay Productions, 1986)

Wizandry (Sir-Tech Software, 1981) Zerk (Infocom, 1981)

👞 emputer game programs have grown so massive, and the number of hardware configurations has become so huge, that incompatibilities and glitches are frustratingly common.

3D-Ultra Pinball 2-Creep Night V1.1 for Mac: This version corrects the "black quit screen" problem, as well as some sound hiccups.

A-10 Cuba! V1.2: Faster frame rates, better messaging, and better joystick controls are but a few of the improvements to keep you in the air longer. Beware: This works only if you have the previous 1.01 patch installed!

AH-64D Longbow Gold V1.04: Fixes movie player and garbled speech problem for the gold version of this Jane's combat sim only.

Archimedean Dynasty V1.120: View clips from the game with the new movie player, and use the Transparency effect from the Vectorgraphic menu to see through explosions and other environmental effects. Added Z-buffering allows for more accurate targeting as well.

ATF Sounds: Better explosions through optional digital sounds for NATO FIGHTERS OF ATF GOLD.

Broken Alliance V1.02: Latest upprade for HPS SImulations' add-ON TO PANTHERS IN THE SHADOWS.

Civilization II Scenarios V1.1: Mostly tweaking to balance scenarlos and to stiffen the challenge of this commendable add-on pack.

Command & Conquer for Mac V1.71: Note: If you fall to trash your old C&C version (and empty the trash can), when you play an Internet game, Mac WCHAT will detect the old version (even if it's in the trash can) and prompt you for an update (even though you've already updated).

Daggerfall Saved Game Patch:

This magic bullet allows you to use older saved games with the latest Daggerfall patches, it's not foolproof, but it helps.

Dawn Patrol V1.7: New wings for Empire's veteran WWI flight sim.

Diablo V1.04: This amutet of patch protection prevents invalid packets from crashing multiplayer games, fixes the Hidden Shrine freeze-up, and prevents the Black Death crash.

Dragons in the Mist V1.01: Patch in the Pacific, WWII.

Flying Corps V1.00a: Additiona. hotkeys for camera and cockpit views add even more visceraexcitement to Empire's acclaimed WWI flight sim.

Harpoon Classic '97 V1.63d: The latest Win 95 executable to make your favorite fleet more seaworthy.

Interstate '76 V1.06: More than a dozen fixes make this the hippest. baddest multi-melee aroundespecially since the host no longer gets double kills, and "partial deaths" are no more.

Jack Nicklaus 4: Slice, hook, and putt much faster over the Net, even when using machines with only the minimum system requirements.

Magic The Gathering V1.1: Belter Al, sound, and animation are but a few of the fixes in MicroProse's version of the Wizards of the Coast classic.

MechWarrior Mercenaries V1.06: Regardless of clan affiliation, all will benefit from this latest upgrade, which repairs more 'mech deficiencies.

MDK Sound Fix: Eliminates the hang-up bug that occurs when you toss the World's Smallest Nuclear Explosion, Warning; for DOS version of MDK only!

MDK Video Patches: If you thought the mayhem was merry before, wait until you see the

Software fixes, or "patches," for buggy programs have become a necessary evil until we reach the golden age of standardized platforms and bug-free programs. New patches are in red.

SVGA-graphics carnage with these patches for 3DfX and Rendition based cards!

Outlaws V1.1: 3DfX support makes this faster on the draw than Jesse James,

Settlers 2 V1.51: Midi and mouse problems are cleaned up, but this patch makes your current saved games unplayable. Finish any current maps, then start on the next map after installing the update.

US Navy Fighters '97 V1.3: You'll fly faster with fewer 3D complaints. This also enables doctionts over TCP/IP

X-Wing vs. TIE Fighter V1.10: Your fighters now handle better than a wet womprat in an ice storm on Hoth during multiplayer games.



Deck for new palchas on the demo disc.



Publisher Web Sites

Many patches are available from the publishers at the following sites:

Accolade: www.accolade.com Activision: www.activision.com Apogee/3d Realms: www.apogee1.com

Avaion Hill: www.avalonnill.com Bethesda: www.bethsoft.com

Big Time Software: www.biglimesoftware.com

Blizzard: www.blizzard.com Eldos: www.eidos.com EA: www.ea.com

Epic MegaGames: www.epicgames.com HPS Simulations: www.hpssims.com Id Software: www. dsoftware.com

Interactive Magic: www.magicgames.com

Interplay: www.interplay.com

Jane's Combat Simulations: www.lanes.ea.com

LucasArts: www.lucasarts.com

MicroPrase/Spectrum HaloByte: www.microprose.com

Microsoft: www.microsoft.com

New World Computing: www.nwcomputing.com

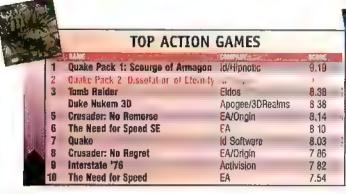
Orlgin: www.origin.ea.com Papyrus: www.sierra.com/papyrus Sierra On-Line: www.sierra.com

SSI: www.ssionline.com Talonsoft: www.taionsoft.com

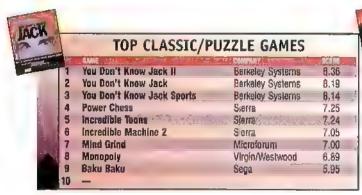
Virgin: www.vie.com

THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF CGW SUBSCRIBERS

ach month, 2,000 CGW subscribers are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to yield a cumulative average for the best plays in gaming. If you receive a ballot, please return it with your ratings so that other gamers and game publishers can benefit from your feedback.



Whiten-	1	TOP ADVEN	TURE GAMES	
		T. BAMEL	COMPANY	BCORE
	3	Pandora Directive	Access	8.31
	2	Gabriel Knight 2	Slerra	8 29
	3	Realms of the Haunting	Interplay	8.08
	4	Raren	Sierra	7 79
2	5	The Neverhood	Dreamworks	7.66
	6	Spycraft	Activision	7 56
	7	Circle of Blood	Virgin	7,53
	8	Full Throttle	LucasArts	7 52
	9	Leisure Suit Larry 7	Sierra	7.46
	10	Lighthouse	Sierra	7 44







3/11		TOP STRATE	GY GAMES
THE REAL		TANK TO THE TANK T	COMPANY SCORE
	1	Warcraft II Expansion Disk	Blizzard 8.89
	2	Warcraft II	B zzard 8 81
	3	Heraes II	New World Computing 8.79
+		Red Alert	Virgin/Westwood 8.79
	5	Civilization II	MicroProse 8.76
3	6	C&C: Covert Operations	Virgin/Westwood 8 31
	7	Command & Conquer	Virgin/Westwood 8,29
9	8	Civilization 2: Scanarios	M croProse 8.22
	9	Red Alert: Counterstrike	Virgin/Westwood 8.20
	10	Heroes of Might & Magic	New World Computing 7 90

D14046		ТОР	ROLE-PLAYING GAMES	
128	1	CAME.	Brend harman har a comment with the same	0.70
	2	Diablo Daggerfall		8.78
	3	Anvit of Dawn		7.45
ì	4	Albion	New World Computing Blue Byte	6.09
	5	MINION	DIRE DATE	D. US
	6			
3 4	7	_		
1	8	_		
1	9	_		
	10			

Liver	2	TOP WAR	SAMES	
1000	-	White the same of the contract of	CONTAIT	ECOAL
	1	Steel Panthers II Campaign Disk	SSI	9 00
	2	Steel Panthers Campaign Disk	SSI	8.69
	3	Steel Panthers II	SSI TOTAL SALES	8:48
	4	Steel Panthers	SSI	8.42
3	5	Baltleground: Shiloh	TalonSoft	8,09
	6	Battleground: Antletam	TalonSoft	8.07
9	7	Tigers on the Prowl II	HPS	7:91
	8	Battleground: Waterloo	TalonSoft	7.72
	9	Battleground: Gettysburg	TalonSoft 72	7.53
	10	Robert E. Lee: Civil War General	Sierra	7.34

TOP 100 GAMES

2 1 4 1 5 1 6 1	Quake Pack 1; Scourge of Armagon Quake Pack 2: Dissolution/Eternity	ld Software/Hipnotic							SCORE
2 1 3 4 1 5 1 6 1	Quake Pack 2: Dissolution/Eternity		AC	9,19	51	Theme Hospital	EA/Bullfrog	ST	7 64
5 1		F 4 K1	AC	9 11	52	Tripleplay '97	EA Sports	SP	7 63
5 1	Steel Panthers II Campaign Disk	SSI	WG	e no	S	Jagged Alliance: Deadly Games	Str-Tech	ST	7.63
6	Warcraft II Expansion Disk	Blizzard	ST	8.89	54	Nascar Racing	Sierra	SP	7 62
	Warcraft II	Blizzard	ST	8.81	55	U.S. Navy Fighters	EA	St "	7.59
et.	Heroes (I	New World Computing	ST	8 79	56	FPS Football Pro '97	Sierra	SP	7 57
4	Red Alert State of the Alert Sta	Virgin/Westwood	ST	8.79	85	Lords of the Realm II	Sierra	ST	7.57
- 6	Diablo	Blizzard	RP	8 78	58	Spycraft	Activision	AD	7 56
9	Civilization il	MicroProse	ST	9.76	59	The Need for Speed	EA	AC	7.54
10	Links LS	Access	SP	8.69	60	Circle of Bload	Virgin	AD	7.53
. 1	Steel Panthers Campaign Disk	SSI	WG	8.69 👸		HHL Hockey '98	EA Sports	SP	7,53
12 :	Steel Panthers II	SSI	WG	8 48		Battleground: Gettysburg	TalonSoft	WG	7.53
13 5	Steel Panthers	SSI	WG	8.42	63	Full Throttle	LucasArts	AD	7.52
14 1	Wing Commander IV	EA/Origin	SI	8.40	64	Advanced Tactical Fighters	EA	SI	7 50
15	Tomb Raider	Eldos	AC	8.38	66	NBA Live '96	EA Sports	SP	7,49
	Duke Nukem 3D	Apogee/3DRealms	AC	8.38	88	Fantasy General	SSI	ST	7 48
17 1	You Don't Know Jack If	Berkeley Systems	CP	8.36	\$2	Wathings	Interactive Magic	St	7.48
18 1	Pandora Directive	Access	AD	8.31	68	Leisure Suit Larry 7	Slerra	AD	7.46
g (C&C: Covert Operations	Virgin/Westwood	ST	8.31		FPS Football Pro '88	Sierra	SP	7,46
20	Nascar 2	Sierra	SP	8 29	70	Daggerfali	Bethesda	RP	7 45
ļ (Command & Conquer	Virgin/Westwood	ST	8.29	71	F-22 Lightning (I	NovaLogic	SI	7.44
1	Gabriel Knight 2	Sierra	AD	8 29	-1	Lighthouse	Sierra	AD	7.44
23	NBA Live '87 🖟	EA Sports	SP	8 26		CITATO	MicroProse	ST	7.44
24	NHL '97	EA Sports	SP	8 25	74	Privateer 2	EA/Origin	SI	7 43
25 1	Civilization 2: Scenaries	MicroProsa	ST	8.22	76	MOX	Playmates	AC	7.41
26	Red Alert: Counterstrike	Virgin/Westwood	ST	8.20	76	PGA Tour Golf 486	EA Sports	SP	7 40
27	You Don't Know Jack	Berke ey Systems	CP	8.19 4	77	Jack Nicklaus 4	Accolade:	SP	7.37
28	MechWarrior 2	Activision	SI	8.17		Tony LaRussa 3 '98	Stormfront Studios	SP	7 37
20	You Don't Know Jack Sports	Berkeley Systems	CP	8.14	79	FIFA 97	EA Sports	SP	7.35
	MechWarrior 2: Mercenaries	Activision	SI	8.14	80	Robert E. Lae: Civil War Gelleral	Sierra	WG	7.34
	Crusader: No Remorse	EA/Origin	AC	8.14	81	Pro Pinbali	Empire	AC	7,32
32	AH-64 Longbow	EA/Origin	SI	8,11	82	Outlaws	LL casArts	AC	7 31
33	The Need for Speed SE	EA	AC	8.10	83	Magic The Gathering	MicroProse	ST	7.26
34	Grand Prix 2	M croProse	SP	8.09	84	Power Chess	S erra	CP	7 25
7- I	Battleground: Shiloh	TalonSoft	WG	8 09 🧯	85	M.A.X.	Interplay ,	ST	7.24
36	Realms of the Haunting	Interplay	AD	8 08		Incredible Toons	Sierra	CP	7 24
37	Battleground: Antietam	TalonSoft	WG	8.07	87	Zork Nemesis	.Activision	AD	7.23
38	Quake	(d Software	AC	8 03	88	System Shock	EA/Origin	AC	7 21
38	Tigers on the Prowi II	HPS	WG	7.91 🖔	d.	Descent II	Interplay	AC	7.21
40	Heroes of Might & Magic	New World Computing	ST	7 90	80	Virtual Pool	Interplay	SP	7.19
41 1	U.S. Marine Fighters	EA	Si	7.89 🖟		Road Rash	EA '	AC	7.19
. :	Silent Hunter	SSI	S.	7.69	92	Topristruck	Vmgn	AO	7.18
43	Crusader: No Regret	EA/Ongin EA/Ongin	AC	7.86.	Į.	Missionforce Cyberstorm	Sierra	, SŢ	7.18
	X-Wing vs. TIE Fighter	LucasArts	SI	7.86	94	Anvil of Dawn	New World Computing	RP	7 17
45	Interstate '76	Activision	AC	7.82		Syndicate Wars	EA/Bulffrag		7.17
	Rama	Sierra	AD	7,79	96	Jetfighter III	Mission Studies	SI	7.16
4.	Battleground: Waterloo	TalonSoft	WG	7.72	97	Age of Rifles Campaign Disk	SSI	WG	7 11
- 77	EF2000	Ocean	51	7.68	98	The Need for Speed II	EA	AC	7 10
200	Flying Corps	Empire	SI	7 67	e.	Terra Nova: Strike Force Centauri	Looking Glass	AG	7.10
50	The Neverhood	Dreamworks	AD	7 66	100	Hexen	Raven/ld	AC	7.09

Games on unnumbered lines are tied with game on line above. 🖈 = Top game of type. Red = New Game, AD = Adventure, RP -- Role-Playing, St -- Simulation/Space Combat ST = Strategy, WG = Wargame, AC = Action, SP = Sports, CP = Classic/Puzzle. Games are reflired after two years and become eligible for the Hall of Fame.

COW

What's the Deal with...Ethics?



early a year ago I started a minor news-group brush-fire when I made a fairly oblique reference to a dubious moment in game-reviewing bistory. This minor debate

reviewing history. This minor debate eventually came to a head with a thought provoking letter, published in this magazine. In it, the reviewer I made reference to-Mr. Trotter-very graciously explained the bad situation he had found himself in, and the resulting state of mind that led him to overrate a game that he was reviewing (for a competing magazine), after having written a strategy book for the selfsame game. Mr. Trotter's eloquent explanation certainly dispelled my lingering resentment over the incident. and almost made me feet had about bringing it up at all. I say "almost" because I think anything that leads to healthy debate in the industry is a good thing, regardless of how awkward it can be.

Unfortunately, one aspect of the online squabble Engers on. We still haven't settled the Issue of ethical behavior on the part of a game reviewer, and to be honest, some of the stuff I'm hearing out there is starting to bug me again.

Recently, some professionals have begun to express an almost imperal arrogance toward the consumer. It goes something like this: "If only you poor slobs had the slightest inkling of the true machinations of publishing,

you would realize the simple truth: We Gods amongst gamers make so little in the way of royalties from the sale of these strategy books that only a moron would believe weld risk our credibility by purposely giving a bad game a good review just to self a few more books."

must be must be able to believe not only in the magazine they read, but also in the individual writers who write for It. ??

Now to a certain extent, this point is va.id. If you readers could look over the average strat book contract, you would indeed see that no one is going to get rich from royalties earned in this business. On the other hand, don't let anyone fool you into thinking that there's no difference in

your next advance if your last guide was for Quake instead of This Means War. Anyone who does a strat guide wants it to be for a Top 10 game.

But be that as it may, the technical ready of how much a reviewer stands to gain linancially is actually irrelevant, compared to how such situations appear to the average reader. To mangle a phrase from this decade's favorite fantasy hero, "Impropriety is as impropriety does."

Who cares what we "in the know" really know? What matters is what readers think when they see the same name on a review that they saw on a \$20 strat guide. Do they sagely nod and say, "The realities of profes sional publishing make it unlikely that we're the victims of a scam"? Somehow I suspect the more likely scenario is that the magazine that publishes that review loses another customer forever. Even in cases where the game, the review, and the strat guide are all of high quality, it does the business. It is good if a writer is responsible for a big money guide book and then pens the review of that same game. If we lived in a world where reviews were written first, and strat books second, it might be different-but we can all remember seeing guides that have beaten the game to the sherves.

Il just doesn't look good, and it's a practice that should stop, if for no other reason than the fact that the amount of money to be made from the review is pallry compared to the money made from the strat guide.

Why give even the appearance of impropriety for a paltry few hundred dollars when the book has already earned you a few Gs of cool, hard cash? Let somebody else do the review, so that people have one less reason to be leve that air gaming journalists are "on the take."

All computer game magazines exist on the fine edge of reader trust (Okay, reader trust and the desire to see cool screenshots of games that are going to be vaporware for at least another two years.) Readers must be able to believe not only in the magazine they read, but also in the individual writers who write for it, or logically, they're wasting their money. While I am thrilled that some of you out there will stick with the Fourth Estate through thick and thin, I'm not going to be the one explaining, "Gee sure ! wrote a great review of that game, but it had nothing to do with the company flying me down to see their late betafor an all-expenses-paid week...."

You folks out there don't have months of design notes, long person al talks with the designers, or pleasant tours through spilly offices to help you get the most out of a game, and neither should we. If we are in a position to know so much about a game then we obviously are a little too close for an impartial judgment. We should leave that particular review to someone eise. Period

Absolute impartiality, both in reality and appearance, should be the only real ethic in this business...everything else is just sophistry and smoke. §

Computer Gaming World (ISSN 0744-6667) is published monthly by 281-Davis, Inc. One Park Avenue New York NY 10016 Subscription rate is \$27.97 for a one-year subscription (12 (sause)) Canada and all other countries add \$16.00 for surface mail. Postmaster Send address changes to Computer Gaming World, P.O. Box 57167 Boulder CO 80328-7167 Canadian GST registration runches is 89371 0442 RT Canada Post international Pub's Mail Product (Canada Distribution) Sales Agreement No. 1058649 Penodicals postage poid at New York NY 10016 and additional mailing offices. Printed in the U.S.A.





ANEW ERAIN FOOTBALL



- Computer Gaming World
- "(Legends) has an incredible look and feel...top-notch... gameplay and game mechanics are cutting edge."
 - M3
- "One of the top five most anticipated titles of 1997."
- George Jones C/Net
- "Graphically appealing and easy to control...stacks up with the best football sims around!"
 - On Line Gaming Review









THE GREAT MODERN



You want stats? You got stats! Track over 100 different categories in single game or full season play.



Make your own plays and create your own players with the best Play Construction and Team Editor ever made!



"...impressive strategic richness...
beautiful graphics and solid gameplay."

-Computer Gaming World



Download the demo today at **WWW.accolade.com**To order direct, call 1-800-245-7744

GAME... Meets Three Legendary Eras



It's not always sunny on the gridiron — battle it out in snow, sleet, and rain. You'll have to adjust your gameplan to win.



Build a football dynasty like Dallas or San Francisco. Draft, trade, and manage players throughout entire careers!

- Advanced A.I. with team specific styles and coaching strategies
- Intense multi-player action using the Gravis Grip Multi-player adapter
- "Time Travel" with teams to create fantasy matchups
- Action and Coach Mode play



- 20-man rosters require most of your players to play both offense and defense. Get ready to use Dan Marino as a defensive back or Junior Seau at running back!
- The football is larger and harder to throw. Do you take a chance on the pass or grind it out with a running attack?



- Rules favor the running game.
- Goal posts were placed in the front of the end zone. The "Post" pattern was commonly used to run defenders into the posts for an easy touchdown reception.



- Play a little rougher on the receivers. You can hit them anywhere on the field until the ball is thrown...and it's all legal!
- Players like Dick Butkus ruled the gridiron, paving the way for the modern-day player.

















Legends Feethall '98 and Legends Feethall are trademarks of Accolade, Inc. 4: 1997 Accolade, Inc. All Rights Reserved. NFL Jeam names, Jogos, helmst designs, and uniform designs are trademarks of the Maintal Feethall League. The PLAYERS INC. Jogo is a trademark of the National Feethall League Players. This is an efficiently discussed product of the Mational Feethall League Players, NFL Properties Inc., and the NFL Quarterback Club, Inc. NFLPA license valid for all modern players and select one players unly.







A relentless alien menace like nothing you've ever seen. A stunning 3-D engine with 3-D accelerator support and lightning-fast frame rate. Multiplayer options, an intense storyline, unrivaled gameplay. It all adds up to the ultimate sci-fi combat simulation - Wing Commander". Prophecy. Now the adventure begins. When you're trained for every threat known to mankind, your only fear is... the unknown.